THE WORLD'S BEST CONSOLE AND HANDHELD GAMES MAGAZINE

RAZE No 11

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RAZE

NINTENDO

NES
GAME BOY
SUPER FAMICOM

SEGA

MASTER
GAME GEAR
MEGA DRIVE

ATARI

LYNX
7800

Full review!

SONIC THE HEDGEHOG

Sega's answer to Mario exposed!

THE SIMPSONS

Sensational short-scoffing action in Acclaim's cracking cartoon caper!

INSIDE

BIMINI RUN
BUSTER DOUGLAS BOXING
MIDNIGHT RESISTANCE
SHADOW WARRIOR
SUPER PRO BASEBALL
WWF SUPERSTARS...

PLUS OVER 60 GAME BUSTING HINTS, TIPS AND PLAYING SOLUTIONS OVER EIGHT PAGES FOR ALL MAJOR CONSOLES

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The ST is just t

The Atari ST is the perfect introduction to the world of computing. The power of the ST allows you to run "serious" applications as well as playing games, and the ST system is flexible enough to allow you to expand as you develop your interests and expertise in different applications.

With so much diversity and power it is easy to see why the Atari ST family is one of the most successful ranges of computers in the world. But best of all is the built-in growth potential. The 520ST user of today is the TT user of tomorrow; beginning with games or a simple word processor, anyone can learn about computers and gradually acquire the skills of the professional computer user. And unlike many other systems, an Atari upgrade is not wasteful. Much of the software available for the 520ST will run on both the Mega STe and the TT systems. With an Atari an upgrade means that you can add new capabilities and expand your computing horizons without losing everything you have acquired along the way.

*If you thought that computers were all about playing games you've been missing out on the real potential that you and your computer have. To find out more about either the **Atari ST** or peripherals for any applications simply fill in the coupon and send it to Atari at the address below.*

*Whether you are looking for a leisure computer, an educational computer, a computer for all the family or a powerful business system, look no further than the **Atari ST Range.***

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Atari Corp UK Ltd, Atari House, Railway Terrace, Slough SL2 5BZ

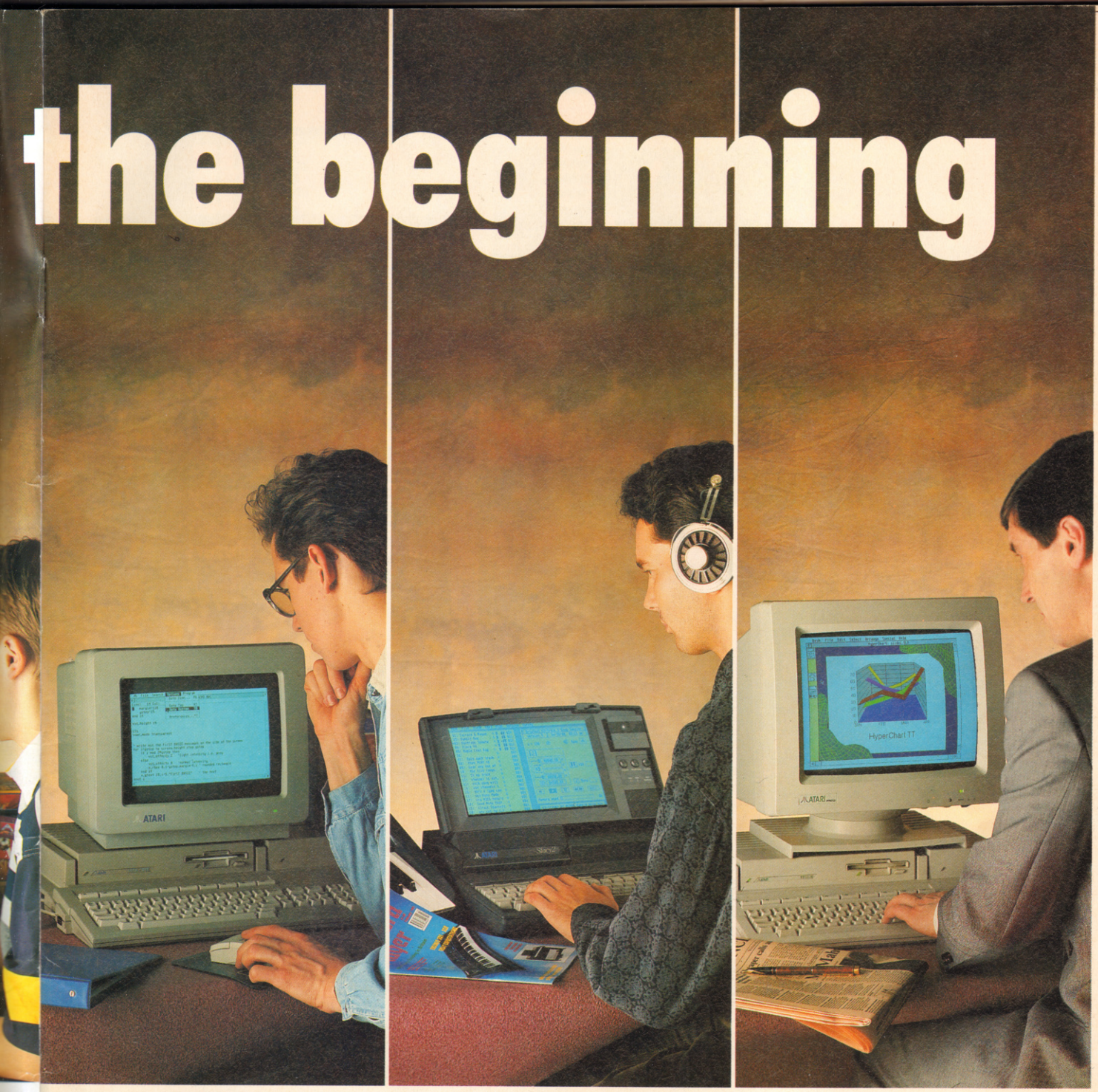
The **Atari 520ST** is an easy way for you and your family to learn about computers while having a great deal of fun. This best-selling computer has an impressive range of features that fit many requirements at home or in the office. A generous 512K RAM memory is included as standard - enough to run large spreadsheets and databases as well as the latest generation of computer games. There are plenty of expansion ports available for printers, modems, monitors and hard disk, and other peripherals allowing you to increase the power and flexibility of your system as needed.

MIDI expansion ports are fitted as standard. MIDI (Musical Instrument Digital Interface) is the music industry standard interface that allows you to control both recording and playback of synthesisers and other digital instruments with your computer.

There is no other computer range in the UK that can offer its users such a wide variety of software support, ranging from educational learning programs to 16-bit computer games to professional quality desktop publishing packages.

The ATARI ST

the beginning



The power of the new **Mega STe** range makes it a serious contender for those who are after power computing. It is an ideal machine for the student or computer enthusiast who wants to run memory intensive applications such as Computer Aided Design (CAD) or graphics applications. The Mega STe features separate keyboard and central processor with a 1MB floppy disk drive and a 50MB Hard Drive for data storage. The Mega STe features a fast 16MHz operating speed, which can be switched to 8MHz to run any programs developed for the 520ST, making it even easier for you to upgrade.

For those of you who want to run a 'home office' with separate files for word processing, spreadsheets and accounts packages the Mega STe - with its vast amount of built-in hard disk storage - is an excellent choice. For those running graphics intensive programs the faster operating speed will make the Mega STe a much more productive machine. The Mega STe also features an extensive range of expansion ports that allow you to add even more power and flexibility to your system.

The portable **Atari Stacy** is completely compatible with all monochrome ST programs, but allows for complete portability.
It features a supertwist backlit LCD mono screen, split horizontally and has all the standard ST ports. It is available in various configerations, with Hard disk as standard.
It weighs approximately 15.2 pounds and has its own carrying handle making it easy to transfer from place to place.
Because the ST, with its MIDI interface has become the accepted standard in the music industry, the Stacy is a boon machine for musicians with a busy schedule. Songs and sequences written at home can be stored on the built-in hard disk, then the whole computer can be easily transported to the studio or gig, with minimum stress, they can even be worked upon and improved on the road.
Although it is the most specialist member of the ST family, the Stacy is still versatile enough to be used for all serious ST applications.

The incredibly powerful **Atari TT**, at the very top of the Atari range, is the first in a new generation of high specification professional personal workstations based on the successful Atari ST standard. Similar in style and design to the Mega STe, the Atari TT features a separate keyboard, 1MB floppy disk, 50 MB Hard Drive and the same range of excellent expansion ports. The basic model comes configured with 2MB RAM which can be expanded up to a massive 26MB. With a Motorola 68030 central processor, the TT runs at up to 32MHz. But speed and power are not all the TT system offers the professional user. Six standard built-in screen resolution modes mean that there is always one suitable for the purpose that you have in mind. For animation or computer graphics, choose from a pallette of over 4,000 colours with the ability to display 256 on screen at any one time, and the exceptional 1280 x 960 pixel high resolution mode is one of the best screen modes available at any price.

— More than just great games

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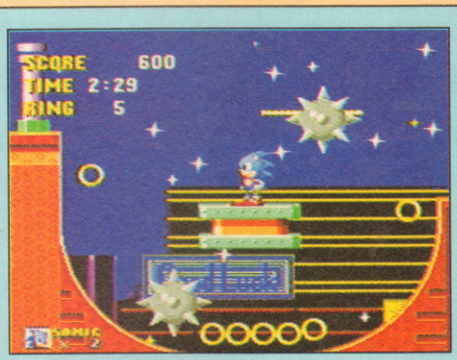
■ Super Famicom ■



Now that's a refreshing change...
SONIC THE HEDGEHOG.....27

■ Mega Drive ■

Don't eat cows wearing shorts in
THE SIMPSONS 60

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COME THE REVOLUTION!

The year of the CD-ROM is nigh. With NEC, Sega and Nintendo all claiming to have spectacular machines in the offing, there has never been a more exciting time to own one of the big consoles. RAZE reports exclusively on the goings-on of all the major hardware manufacturers

ISSUE ELEVEN

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RAZE

MEGA DRIVE UP FOR GRABS!...82

Here's your chance to bag Sega's spectacular 16-bit games console together with a collection of the latest titles.

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CONSOLE CRAVIN' FOR SOME HELL RAZEN'

It's happened! Britain's brightest and bubbliest multi-format magazine has become even bigger and better. In response to your demands, we have dropped 16-bit computer formats in favour of 100% console coverage. So what do you get?

- ✓ Explosive coverage for the Atari Lynx, Game Boy, Game Gear, Master System, Mega Drive, Neo-Geo, NES, Super Famicom and more – EVERY console!
- ✓ An exclusive, fact-packed and authoritative guide to the latest table-top and hand-held console games every month. Take a look at *Sonic the Hedgehog, The Simpsons, Populous* and *Shadow Warrior* this month.
- ✓ Information-filled pages on the very latest hardware developments from around the world. Just check out Sega's CD-ROM drive, NEC's new PC Engine/CD-ROM combination, Atari's Jaguar console and Camerica's game-busting Game Genie in this issue.
- ✓ A massive tips and playing solutions section stretching over eight or more pages. For instance, turn to page 64 now for over 60 hints, tips and solutions for ALL the major consoles.

RAZE – playing the game to perfection

RAZE RAVERS

Julian Boardman

Having been accepted to appear in a sequel to Madonna's Truth or Dare, Julian shows the world the pout that got him the part (and carefully hides the bits that got Madonna).

Ian Chubb

Ever since Ian was asked to layout the company's toilet rolls, he's been crowing about the length (but not particulary breadth) of his creative talent. Being a size fetishist, Ian couldn't do without his 19" instruments, although few Mac operators ever reach beyoud 13" monitors.

Les Ellis

Rumours that Fred Reagan, Thad Beaumont and Dave Luckhurst are in fact anagrams of Les Ellis are grossly exaggerated. Although he does admit that his "lies sell".

Mark Monteiro

Philosopher and part-time philanthropist, Mark is an art history graduate looking to find an answer to Peter Laird and Kevin Eastman's use of High Renaissance artists' names – Donatello, Raphael, Leonardo, Michaelangelo – in the critically acclaimed Teenage Mutant Hero Turtles.

Dave O Selznick

How one man can be cool and crude in the same sentence is an art that California-born, New York-based Dave has honed to perfection. If he asks you to kiss because he got moose-bitten last night, he's just saying keep it simple, stupid, because he's suffering from a hangover.

Suzy Uki

This sweet-talking temptress will do anything to get a powerful, throbbing, hydraulically-operated coin-op beneath her lithe body. Just the other day she gave up her favourite sport – Shintaro – for some four-player frolics on a customised version of the R360.

Shintaro Kanaoya

After almost a year working as a high-profile journalist for the UK's leading console magazine, Shintaro still hasn't got himself a decent word processor. He tried briefly to use a typewriter, but gave it up after getting his Son Son II cartridge jammed in the mechanism.

Robin Wyles

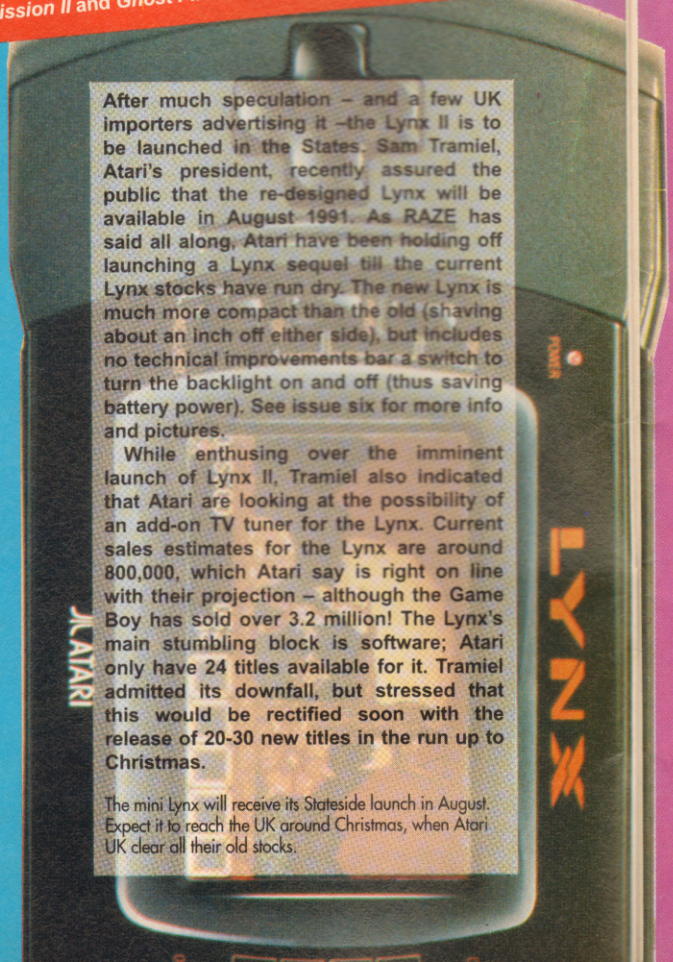
Runs an unreliable while-u-wait invention service and claims to be a part-time mathematician. He once designed a device that would preheat a toilet seat. Unfortunately, he got something jammed in the system and still hasn't managed to work it out with a pencil.

fastforw

NEO-GEO SNKS IN

The Neo-Geo from SNK is all ready and waiting for its official release at the ECES in September. Although PAL-modified machines have been available for ten months now, only 1,000 have been sold. The UK version of the Neo-Geo will sell for £299 (it is currently on sale for around £350), and comes with a UK power supply and one controller. Software will cost between £99 and £149. De Gale Marketing, SNK's UK distributor, hope to double the current number of software titles to 20 by the end of this year. New releases expected to filter through from Japan include *Burning Fight, Sengoku, King of the Monsters, Alpha Mission II* and *Ghost Pilot.*

SON OF LYNX FOUND



After much speculation – and a few UK importers advertising it –the Lynx II is to be launched in the States. Sam Tramiel, Atari's president, recently assured the public that the re-designed Lynx will be available in August 1991. As RAZE has said all along, Atari have been holding off launching a Lynx sequel till the current Lynx stocks have run dry. The new Lynx is much more compact than the old (shaving about an inch off either side), but includes no technical improvements bar a switch to turn the backlight on and off (thus saving battery power). See issue six for more info and pictures.

While enthusing over the imminent launch of Lynx II, Tramiel also indicated that Atari are looking at the possibility of an add-on TV tuner for the Lynx. Current sales estimates for the Lynx are around 800,000, which Atari say is right on line with their projection – although the Game Boy has sold over 3.2 million! The Lynx's main stumbling block is software; Atari only have 24 titles available for it. Tramiel admitted its downfall, but stressed that this would be rectified soon with the release of 20-30 new titles in the run up to Christmas.

The mini Lynx will receive its Stateside launch in August. Expect it to reach the UK around Christmas, when Atari UK clear all their old stocks.

...ard

ATARI'S CAT SCRAP

After naming a project Panther, Atari have tempted fate and the black cat has crossed their path, resulting in a whole year of research having to be ditched. Ironically, the bad luck has befallen the black cat itself, for the much-rumoured Panther console has been pushed aside (and into the bin) to make room for the Jaguar.

Even though the Panther had hardware capabilities similar to that of the Super Famicom, Atari felt it would be unwise to release another 16-bit console onto the market. Atari's president, Sam Tramiel, stated that he wanted to produce "wow" machines, not just ones comparable with rivals.

So what's so "wow" about the Panther? Well, how about 64-bit technology for a start! The current Atari technology, apparently, produces screens previously unheard of on a TV set. But, amazingly, Atari are hoping to release the Jaguar for around the same price as the Super Famicom (£150). If Atari do meet this price tag, and finish the unit in time for its scheduled US launch in winter 1992, the Jaguar could be for the Nineties what the VCS2600 was for the Seventies. (Incidentally, the idea of an Atari ST console has most definitely been shelved – phew!)

ALL SYSTEMS STOP

It seems that System 3 are having trouble getting their prolific ninja to appear on the Nintendo. After a successful computer life, *Last Ninja 2* was programmed for the NES over a year ago. Nintendo have – for some strange reason – decided that *Ninja* isn't the right sort of product for the European market, limiting its release to America. There are also rumours that Nintendo have turned down the product three times already because it didn't come up to their standards. Nintendo also have System 3's *Myth* awaiting release in America under the new title, *Conan the Barbarian*.

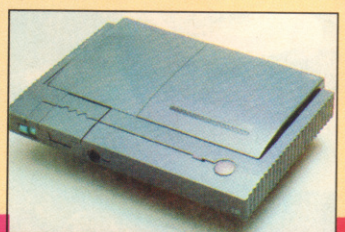
Systems slowdown as *Ninja 2* runs into difficulty on the Nintendo. (Pictured is the C64 version of *Ninja 3* – close enough.)

DOUBLE DISC TROUBLE

It's a CD-ROM spectacular this month with both Sega and NEC launching new pieces of kit. Both are covered in Big in Japan (pages 12 and 13), and both look absolutely amazing.

Sega's Mega CD will retail for just over £200 in Japan. A US version is expected in January and a UK one for Christmas 1992. 27 companies have already been signed up to produce products for the Mega CD.

PC Engine owners receive a new injection of life into their hardware range this month. The PC Engine CD-ROM range now comprises three products. There's the old grey and white job (which is better than Commodore's CDTV *and* came out over two years ago!), a new totally grey unit (which combines both console and CD-ROM) and a long CD-ROM unit (which plugs on the back of the Core Grafx). The new console/CD-ROM unit also allows the user to connect the new NEC colour LCD screen. The rad, black American version of the CD drive has just received a price drop down to $299 (around £180). A trio of European software houses – Gremlin, Psygnosis and Loriciel – have also been licensed for PC Engine CD software. If just the thought of this has your ears sweating in anticipation, turn to page 12 now for more info from our man on the spot, Shintaro Kanaoya.



While NEC totally redesign their PC Engine to look slick with the CD-ROM, Sega wimp out and just shove their box of tricks underneath. While NEC's CD-ROM looks the most futuristic, Sega's holds the most advanced software.

THE DOORS ARE OPEN

The great industry gathering, known as the European Computer Entertainment Show (ECES), takes place at Earls Court 2 on September 6-8. If you've never trekked across the great M25 divide and ventured into deepest London for this spectacular gathering, then why not take a break and pop down there this year. Hardware supremos Sega and Atari have already confirmed that they'll be there, and although Nintendo won't attend in person, they hope to do some "PR and promotions" through Nintendo licensees. There'll also be loads of software houses and grey importers plying their wares. If you're after a bargain or just want a great day out, the ECES is the place to go. You might even bump into one of the RAZE team... For more information you can ring the hotline on 0839 500820 (45p p/min peak, 34p p/min off peak).

CHIT CHAT

★ The old laserdisc game, *Dragon's Lair*, has been getting quite a revival recently. The NES and Game Boy versions have just come out in the States (expect them here by Christmas), and now there's a Mega Drive version in the pipeline. Readysoft, the folks who programmed the computer versions, are behind it all and hope to have a finished game by Christmas.

★ Gremlin are currently embroiled in the complicated process of releasing *Super Cars* for the NES in America. If all goes well, that should be followed by an NES version of *Ultimate Golf*. Expect a UK release of *Super Cars* around Christmas-time.

★ Accolade (*Test Drive, Elvira, Search for the King*) have set up a console label called Ballistix, concentrating on the Mega Drive. Their first couple of releases are *Star Control* and *Hardball*, both of which should be available now. Although others are in development, they would not be drawn as to what they were.

★ Game Gear support is picking up in this country. US Gold are first to jump on the bandwagon with *World Class Leaderboard, Indiana Jones and the Last Crusade* and *Super Kick Off*. All are hoped to be available in time for Christmas. Electronic Arts are also seriously thinking about the little Game Gear, although they would not be drawn as to what products may be in development.

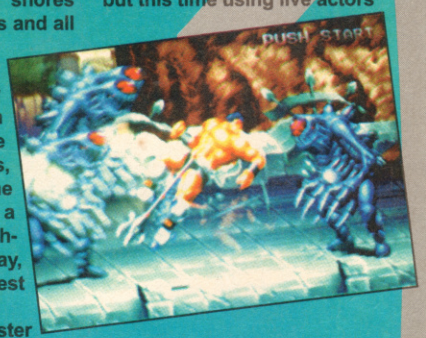
The little Game Gear gets big attention from US Gold. *World Class Leaderboard* and *Super Kick Off* ensure sports freaks are well catered for.

★ Nintendo have declared war on pirates. It seems those sly folks in Taiwan (where microchips and labour are cheap) are doing a roaring trade in counterfeit NES carts. After producing them, the Taiwanese companies ship the carts over to America where they sell in the their thousands. But now Nintendo have caught up with the law-breakers and Taiwanese companies are being raided in an attempt to break up the operation.

COIN-OPS FROM HEAVEN

When it comes to getting his fingers in slots, Ashley Summers is the most dextrous person we know

The names of Sega, Irem and Capcom are familiar to us all, but how about Electrocoin, Brent Walker or UDC? No? Well, that latter trio are the shrewd guys who risk all their money on bringing to our shores the PCBs, arcade machines and all those wonderful technological marvels created by the Japs and Yanks. They distribute everything from *Space Invaders* to the *R360*, supplying arcades, pubs and clubs all over the country. Every once in a while, these guys get together to present an open day, showing off the latest machines from afar.



Electrocoin, and their sister company De Gale Marketing, also happen to be official distributors of the Neo-Geo console. So after the recent announcement of the official release of the Neo-Geo, Electrocoin were keen to show off the latest arcade machines to house the Neo-Geo circuitry.

Best of the bunch was *Blues Journey*, the first cutesy platform game on the Neo. You take the role of a metamorphic creature who jumps around a brightly coloured landscape picking up gifts. There are plenty of secret rooms which should ensure this has more depth and strategy than most Neo-Geo games. Also receiving an airing were *Alpha Mission 2* (space shoot-'em-up), *Crossed Swords* (fantasy version of *Dynamite Duke*) *Sengoku* (samurai beat-'em-up), *Burning Fight* (*Final Fight* clone), and a boring beat-'em-up called *Joe Tomorrow*. I'm afraid to say that, according to the SNK rep, a CD-ROM for the machine is very unlikely.

As far as normal PCBs go, SNK had *Gunforce* (*Mercenary 2*) and *Blademaster*. The latter is a two-player swords and sorcery fighting game, but neither looked particularly impressive.

Being Sega's main exponent, Brent Walker Leisure were quick to show a video of the oft-mentioned hologram game, *Timetraveller*. You play Major Gram on his quest to rescue Princess Kyi-la from the time-hopping, evil scientist Vulcor. Gameplay is very similar to the videodisc games of the Eighties, but this time using live actors to fend off beasts in a hologram environment. As long as the disc access time is quick, this game should prove a lot of fun.

My favourite coin-op of the day was Atari's two-player sit-down *Road Riot 4WD*. It's an extremely violent racing game using the same graphics hardware as *Pitfighter*. In your indestructible 4WD buggy, you battle it out over rugged terrain, shooting your opponents and running over roadside on-lookers. Every time you get shot, you feel a jolt in your back. If you take a tumble, the chair and wheel shake violently. *Road Riot 4WD* should be out within a couple of months and is worth looking out for.

PORTABLE POWER

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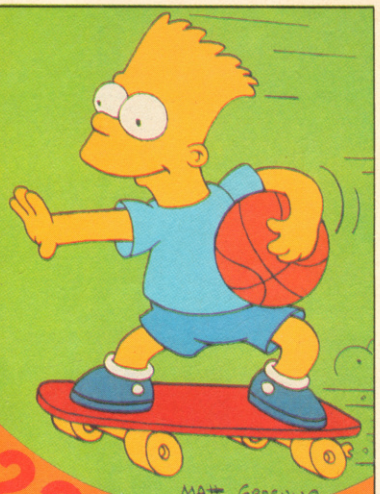

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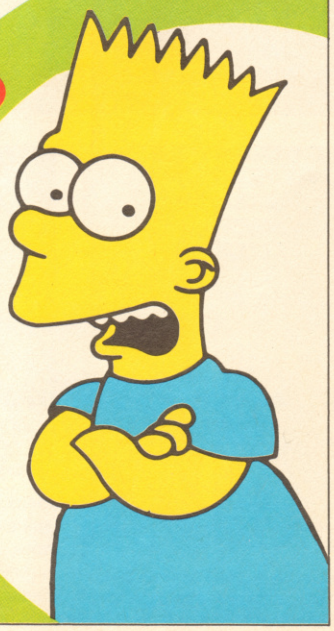

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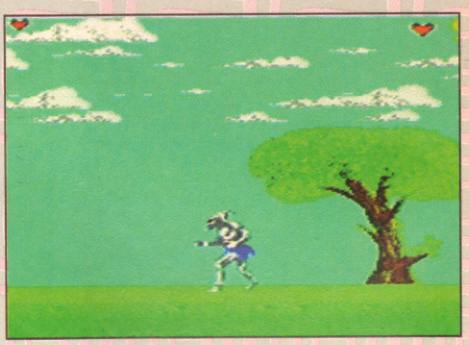
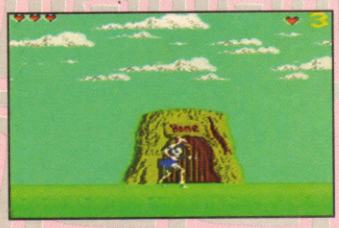
THE BEAST IS BACK!



Out for a walk in the fresh country air. All this wilderness to roam and so little time to do it. The early stages follow exactly the Amiga versions of *Beast*. Going right here leads to nowhere; left is where the action is.



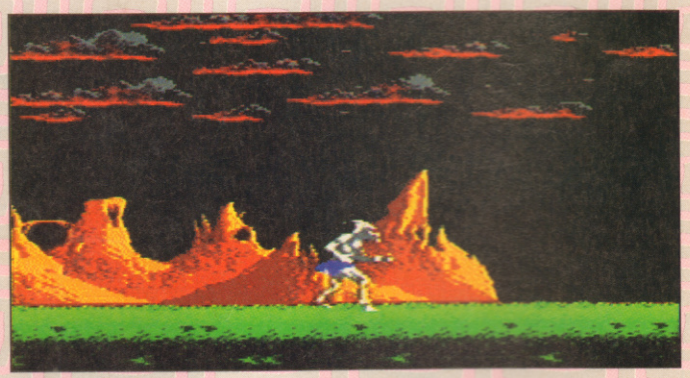
A door! What we need here is a key. It's these sort of taxing problems that Tecmagik hope will add depth to the gameplay. Let's hope they don't get any tougher or we could be in trouble.

Beast master, Les Ellis, welcomes back a gruesome friend

Master System owners are in for a treat this November. Not only will they get the promising *Out Run Europa*, but also a conversion of *Shadow of the Beast*, Psygnosis's infamous arcade adventure. (Infamous because it was the first game to include a "free" t-shirt *and* hike the price to £35.) Okay, so this isn't exactly the Amiga version, but when it comes to playability, the 16-bit version is left in the dust (not too difficult a feat).

Beast is a tale of treachery and revenge, taking a young adventurer through many worlds in an attempt break the spell that has turned him into a beast.

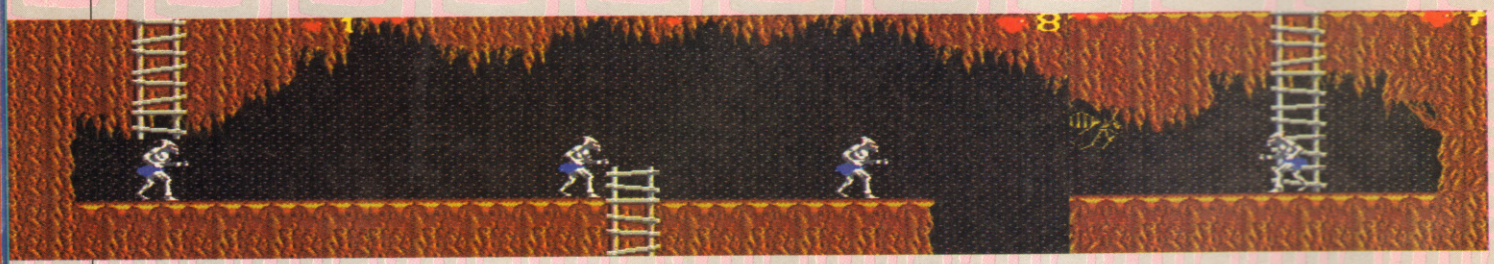
The Amiga version was a fairly boring affair, so the MS programmers have added a few extras to spice up the gameplay. There are now hidden traps and intelligent enemies, making the game far more challenging. Also, there are brand new beginning and ending sequences.

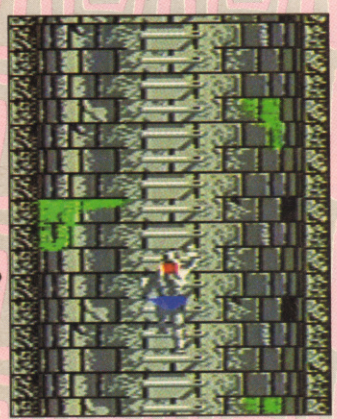


You have become a creature of the night. This is one of the best levels, with a superb use of colour in the backdrops. *Shadow of the Beast* has come out much better than many people would have imagined. It's just a pity we have to wait till November for it.

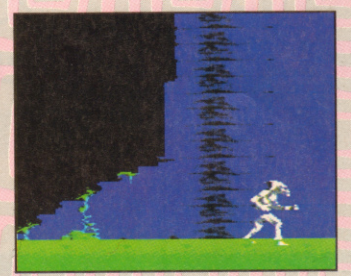
This is the latest in a line of games that confirms Tecmagik's belief that the Master System is long from dead. With such titles as *Pac-Mania*, *Populous* and now *Beast*, Master System owners are really living it up.

Shadow of the Beast will be on sale in November, barring any coding disasters, and sell for either £29.95 or £34.95, depending on the capacity of the cart.

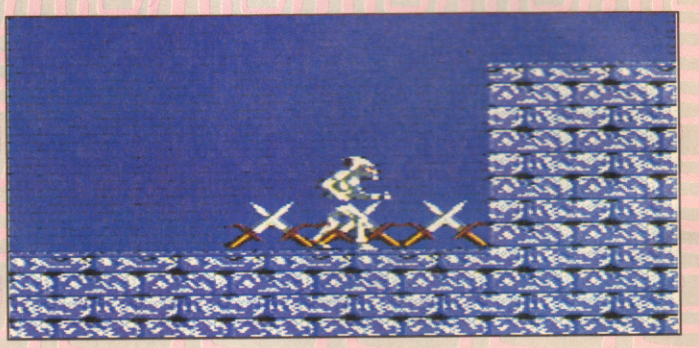




Beast does his best to climb up this ladder (or down it); it's the only way to solve the riddle of the well. If you go to the well straight away you're knackered right from the start.

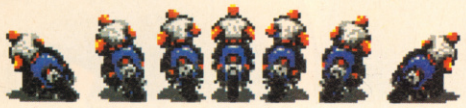


My very own castle; pity the decorator was trained by Andy Warhol.



Beast enters the last level and is confronted with a seemingly neverending army of ugly demons. The Master System version of *Beast* was programmed by Simon Freeman, the same guy who did this month's hit game *Populous*. The monsters in the game were not, contrary to popular belief, based on fellow members of his programming team.

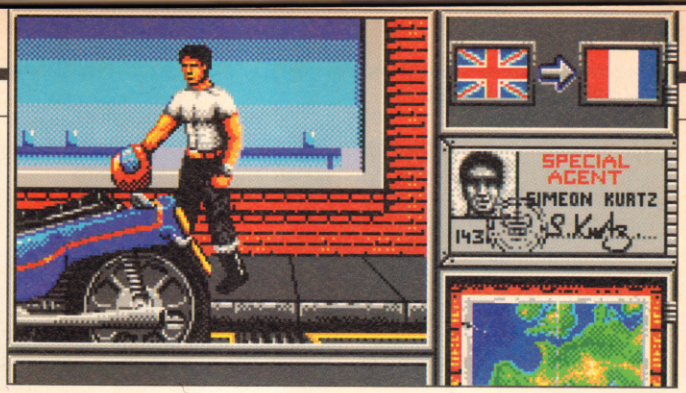
Can you guess what flavour milkshake Alfonso the frog will have today?

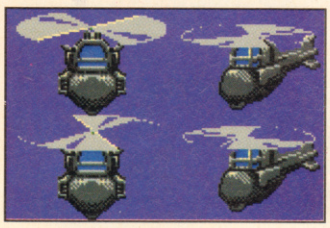


After outrunning the cops, Julian Boardman checked into Brighton under a false name ("er, it's Mr Smith") and probed into a golden conversion

THE RACE IS ON!

This game will raise a few questions when you see it. One of which will be why the hell aren't other Master System games as good looking as this? Another will question the Japanese programmers: is it really such a treadmill over there that an ex-Amstrad programmer can cause enough of a stir when the pre-prods were taken over to Japan that the big boys from the top floor came down to see it? That is exactly what happened when Probe's MS conversion of Out Run Europa for US Gold skidded into Sega's HQ.





You play special agent Simeon Kurtz, charged with the task of delivering a briefcase full of secret documents to the Brandenburg Gate in Berlin. However, as you stopped to check the mileage on a used Range Rover in a West London garage, an enemy agent jumped into the leather seat of your Ferrari F40 and sped off towards the M2: towards Dover.

Fortunately for you, some dumb schmuck had left his motorbike outside, helmet and all, so you wasted no time at all in contacting HQ (on your mobile phone) and told them of your intentions: to retrieve the documents (and, more importantly, the £130,000 Ferrari!) at all costs. The story is told up to this point, and it is you who must enact the rest of the teleplay.

The game is divided into five levels that take you all over Western Europe. You begin in England, as you race down to Dover in an effort to stop the thief catching the ferry. You fail, but conveniently there is a jetski bobbing around the harbour just asking to be nicked. And so begins level two, as you take the jetski across the channel to Calais dodging buoys and "eliminating" enemy boats.

As you arrive on the beaches of France, the enemy operative yet again eludes you. But some 65-year-old tourist has left his Porsche parked at the quayside, alarm disarmed and keys in the ignition – this is your lucky day! So you set off in pursuit of your Ferrari down the autoroutes of France, over the border and into Spain. But the wily foreign agent tries to shake you off by driving onto a ferry and steaming off to Italy. Obviously, you steal a powerboat and follow him.

When you reach Italy, you find your Ferrari in pristine condition (although lacking a bit of petrol) parked on the pier. But the papers are missing, so you must follow the elusive agent to Berlin (which is just where you were going anyway!) for a super agent showdown.

Out Run Europa is undoubtedly the best looking racing shoot-'em-up to appear on the Master System. The man behind the graphics is Mark Knowles. With his long pony tail and painted nails, he'd probably get crowned if he dared to walk near Stonehenge. He, like every freaky artist, has been using DeluxePaint III on an Amiga 500 to knock up the sprites and backgrounds.

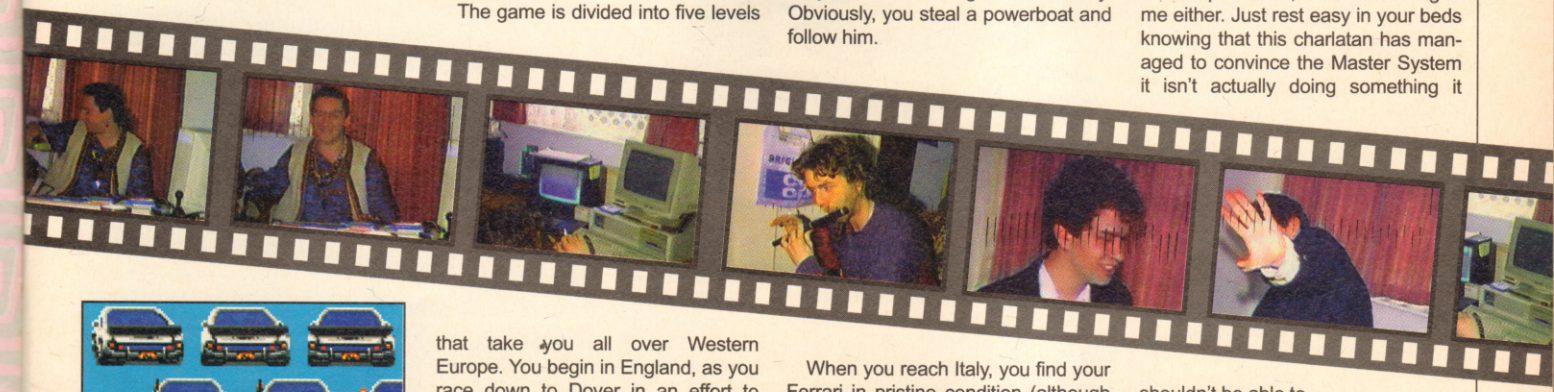
The programmer chappie is Daren White, a dab-hand with the tin whistle and, apparently, quite a frog impersonator!? According to Daren, his programming techniques are something of a cheat. His sprites aren't all sprites, but actually characters. However, some of the characters are in fact sprites. No, it meant nothing to me either. Just rest easy in your beds knowing that this charlatan has managed to convince the Master System it isn't actually doing something it shouldn't be able to.

Whatever the boys at Probe have done, it has produced a truly superb-looking game. Judge for yourself when it screeches into the shops in October/November.

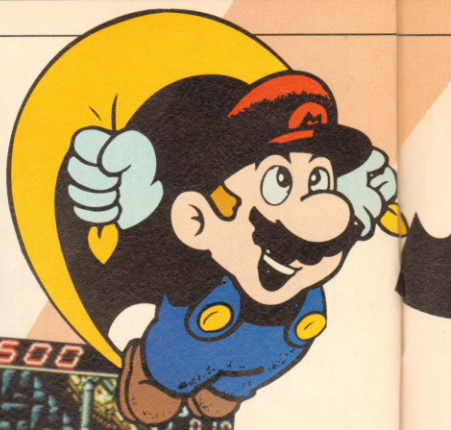
LABOUR OF LOVE?

You may be wondering how Daren and Mark overcame the actual physical barriers of getting the game code into the Master System. Some of you may be expecting them to use the joypad – unlikely! – while others might visualise some flash add-on that plugs in the cartridge port and cost mega-bucks. Well you're wrong. It all starts on a PC, and is then downloaded to an Amstrad CPC (stop laughing), which converts the data into a usable form. From there, it is downloaded from the CPC to a RAM board stuck in the MS cartridge slot via the CPC joystick port. Remarkable isn't it?

"So, Daren," I probed, "how long did it take?" [Much mumbling and don't-tell-the-journo-how-long-it-really-took-because-he'll-only-laugh type looks.] "It's been a labour of love," said Daren finally.



BIG IN



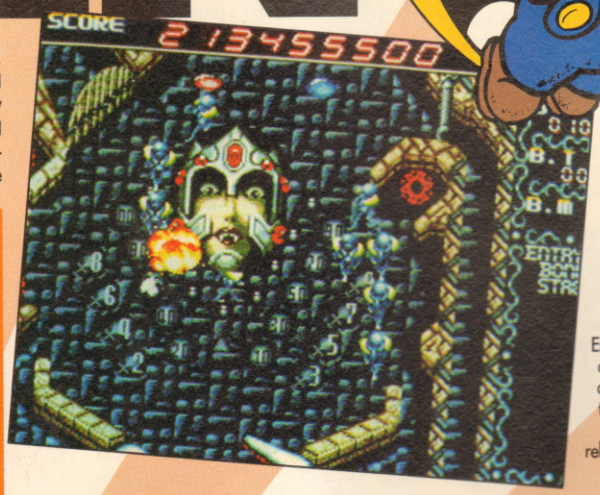
From the land of surplus sake, sushi and Shintaro Kanaoya comes the Duo, Mega Drive CD-ROM, Super Famicom CD-ROM, Chomakaimura, Fighting Run and Saint Sword.

Japan is turning CD-ROM crazy. Flip over the page and you'll see details of NEC's two new CD-ROM drives – the stand alone Super System and the combined PC Engine and drive called the Duo. Continue here are you'll find further details of the Mega Drive CD-ROM and Nintendo's possible contender in the CD stakes.

You may remember RAZE ran exclusive details of Sega's forthcoming CD-ROM drive several months back. Much more is now known about this spectacular machine. Called simply Mega CD, the Sega CD-ROM drive is technically the most impressive of all the systems currently announced.

The Mega CD fits underneath the Mega Drive and is more bulky than the Mega Drive. It's not portable like the PC Engine offering, but who cares? What it has is the following: high speed disc access, support for both 8- and 12-inch discs, front tray loading, LCD display, eight times oversampling, and eight-channel stereo sound.

Most impressive of all is its near FMV (full motion video) capabilities. For a start the Mega CD hardware boasts full screen rotation – Super Famicom owners will know what the



Devil Crash took the PC Engine by Storm and looks set to do the same for the Mega Drive when it is released later this year.

SPACED OUT IN FANTASY ZONE

***Space Fantasy Zone* on CD-ROM for the PC Engine is a cross between the cute and colourful *Fantasy Zone* and the thrilling 3-D shoot-'em-up *Space Harrier*. In short, it's a 3-D version of *Fantasy Zone* in which the characters are more cute and rotund than ever. An analogue joystick option means you can play it like a flight simulator. Price and release date soon.**

SUPER FAMICOM TOP TEN (JAPAN)

1. Sim City
2. Super Mario World
3. Super Pro Basketball
4. Final Fight (one player version)
5. Drakkhen
6. Godurin
7. Gradius III
8. F-Zero
9. Ultraman
10. Pilot Wings

GAME BOY TOP TEN (JAPAN)

1. Game Boy Wars
2. Super Mario Land
3. Little Maruko Chan
4. Tetris
5. SD Com. Gundan Garms
6. Football World Cup Version
7. Dr Mario
8. Super Robot Wars
9. Parodius
10. Saurio Carnival

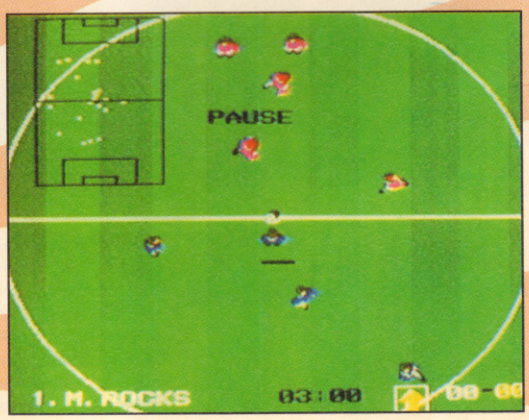
MEGA DRIVE TOP TEN (JAPAN)

1. Shining & Darkness
2. Bahamoot War
3. Darius 2
4. Super Monaco GP
5. Nadia of the Strange Sen
6. Varis 3
7. Super Volley Ball
8. Midnight Resistance
9. Mahjong Story
10. Verytex

Pack your troubles in your old Super Famicom kit bag! Yes, the latest accessory to come from downtown Japan lets you store yo famicom, controllers and a number of games in a neat, colour coordinated carrying case.

UNNIBBLERS

Super Darius 2, on CD-ROM, is unsurprisingly the sequel to Super Darius. As with the first one, the screen size is the main problem considering the original in the arcades was three screens long. However NEC say they have overcome this problem, somehow, and have included 26 levels or more, each with its own boss at the end. Expect it sometime next March.



Look out next month for the full review of the Super Famicom version of *Pro Soccer*. If it looks familiar it's because it is familiar. *Pro Soccer* is none other than *Kick Off*. Apparantly little has changed from the Anco version, but it will still be interesting to see how it plays on the Famicom.

JAPAN

deal is and just how effective it is in titles like *F-Zero, Super Professional Baseball* and *Pilot Wings*. Also, the Mega CD is capable of wide screen animation for up to one hour at a rate of 15 frames a second. The possibilities are explosive. In fact, Japanese software houses are so enthusiastic about the machine's capabilities that 20 companies have already committed themselves to producing for it. The Mega CD is a damn impressive machine in anyone's books. Believe me, you are going to see some staggering software when it arrives.

Could this be the shot in the arm that the Mega Drive has been looking for to improve its dwindling popularity in Japan? It certainly looks like it on paper, but you'll have to wait for price and release date.

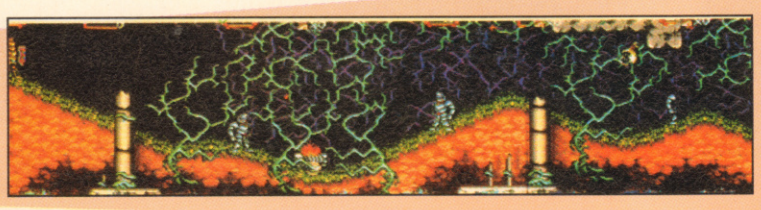
Sega's Mega Drive CD-ROM unit makes Commodore's CDTV look positively pathetic. Why should anyone pay £600 for a machine which is effectively just an Amiga with a CD-ROM drive? For half the price you can have a sophisticated Mega Drive with an incredibly powerful CD-ROm drive.

TARMAC GRINDERS

From Nihon Bussan comes *F-1 Circus* and *Fighting Run* for the PC Engine. *F-1 Circus '91* is your average race game featuring car modifications and drivers with life-like names (the UK's own N Manserr, for instance). The still graphics – right down to those of the bikini suited bimbos that greet you with expressions that say "so you're the fastest man in the world, eh?" – look good. Otherwise though the game is almost identical to the original *F-1 Circus*. *Fighting Run* has some fabulous still digitised graphics that look like the best to date on the Engine. The game requires you to control a robot which you can customise and fight other robots.

FAMICOM CD-ROM GONE

There's a big question mark over the future of Nintendo's Super Famicom CD-ROM drive. That a CD-ROM is in the pipeline is undisputed. Quite who is going to produce the machine is another matter. There has recently been some dispute or rather speculation over who is actually making the thing. Nintendo and Sony were supposed to be jointly producing the machine (as they did with the Super Famicom's sound chip). Sony, however, seem to have fallen out of favour even though they went to the length of giving the unborn machine the name Play Station. It seems that the Dutch electronic giant Phillips – who originally developed the CD system before us Japanese built it better and cheaper – are now helping Nintendo on the CD-ROM trail. However it's going to be a lot later than the Mega CD and this could persuade potential 16-bit console buyers to plump for the Mega Drive instead.



It's imminent! *Chomakaimura* – literally translated means Super *Ghouls 'n' Ghosts*. And what better place for it to appear first than Nintendo's Super Famicom.

MEGA DRIVE RELEASES

● *Alien Storm* – fabulous arcade conversion in which slimy monsters are just waiting to be blasted into a thousand tiny pieces by Gordon (man), Karla (woman) or Scooter (robot). You have the choice of playing the basic arcade game, fighting another player or – as in *Golden Axe* – entering a duel in which you battle all the various monsters on one screen. There are some fabulous 3-D scenes; this is definitely one to watch out for.

● Marvel Land – another cute arcade adventure set in a fun fair. Special appearances are made by Pac-Man and Valkyrie, but then you wouldn't expect anything less of modest Namco. Nevertheless, the game looks fun. indeed, pretty times may be had by all.

● *Bare Knuckle* – for those inclined towards the more violent, this simultaneous two-player beat-'em-up features special moves which involve both players onscreen at once. Unlike Final Fight on the Famicom, it really is two player.

● *Wrestle War* – a cartoony wrestling game featuring all the usual moves and a unusual assortment of weirdos. As well as all the legal moves, like dropping your opponent head first onto a concrete floor, you can also pick up a neat foldaway metal chair and use it to subtly tap your enemy over the head.

● *Saint Sword* – this is one of those games with a mythical storyline and a *Rastan Saga*-like feel. For the most part it looks like an average hack and slash affair until you become a Centaur (half man, half horse), a merman (half fish) or an avian (half bird). It's a novel twist to an otherwise tired genre.

● *Out Run* – the classic race game makes an appearance at last. It's exactly the same as the original arcade version; right down to the music select.

● *Devil Crash* MD – fans of the PC engine game of this bizarre pinball game will welcome the Mega Drive version. The idea –like all good pinball games – is to keep a ball in play while destroying as many hellish creations. Let's hope it maintains the superb playability of the original.

entertainment USA

Stateside slooper, Dave O Selznick, talks of barn-burners, sausage-jocks and whooper-doopers (definitions next month...)

NES GOES COMPACT

After going head-to-head against the muscle of Nintendo with their groovy Game Genie hackbox, Camerica are set to again cause headaches for Nintendo.

First up is their Gold Quattro Series of NES game carts, each of which contain four – yes, four! – games. The carts have a 2Mb capacity and are programmed by the techno freaks at Code Masters. Each game in the Gold Series contains a Superchip which will apparently give the NES enhanced graphics to the quality of a 16-bit machine (I can just hear Nintendo firing their lawyers into action as I write).

MISSING WARBIRDS CARTS

Although the Lynx has only sold around 800,000 units so far, it's still the froodiest hand-held around. The narly graphics and ear-busting sound making it a totally excellent piece of kit, and now Atari have slashed the price to just $100! With the Game Boy currently $90, the Game Gear $160, and the Turbo Express $230, Lynx is becoming the best value hand-held around. It also has some of the coolest accessories, with a couple of great carry cases and a triff car lighter adapter which will power TWO machines at the same time. But a machine with no software is like a chilli dog without relish. Atari recently announced 16 new games in development, along with the 37 already known about. All of these are scheduled for release in 1991: *Hard Drivin'*, *Rolling Thunder*, *Hockey*, *STUN Runner*, *Turbo-Sub*, *Toki*, *NFL Football*, *Hydra*, *720°*, *Casino*, *Basketbrawl*, *Crystal Mines 2*, *Checkered Flag*, *Golf*, *Grid Runner* and *Geo Duel*.

WarBirds hit the market last month, and its success so surprised Atari that the US offices bought the whole world shipment and kept it to themselves. So if you've been waiting ages for the UK release, it's because Atari UK have had to purchase the carts via the US company, and not direct from the Far East. This meant that Atari UK could only get 1,000 carts. Sorry, dudes.

TOADALLY BODACIOUS

Those funky turtles are enough to make anyone shoot their cookies. Thankfully, Tradewest have come up with an antidote for the pizza-packers. Say adios Turtles, and entrée Battletoads. The 'toads are the funkiest, raddest, most bodacious characters to ever hit Nintendo; they make the Turtles look like wussies.

The Battletoads are Zitz, Rash and Pimple, and are up against one voluptuous Dark Queen with a bad attitude. This chick has kidnapped Pimple and his gal, Princess Angelica, and is holding them in the space ship Gargantua. But don't worry, Toadsters, the swamp saviours are already on their way across 12 levels of toadally radical action The NES version has already picked up a crate load of awards and the guys at Tradewest promise that Game Boyers' prayers won't go unanswered as there's a handy version on track for August. Throw out the Turtles, the Battletoads are here to kick butt.

LIGHT MY FIRE

What is Game Boy's most popular add-on? Undoubtedly it has to be Vic Tokai's Light Boy, released in August 1990. Vic Tokai now has another froody accessory called the Light Boy Game Keeper, ready to hit the streets in September. Its purpose is to keep all your kit in one convenient carry case (ideal for taking to school/college!). There's space for the Light Boy, Game Boy, rechargeable battery pack, six game paks, four batteries, videolink and earphones. This has to be another essential companion to your Boy

The add-on kings are also getting back into the gaming world (after their impressive *Daedalian Opus*). *Aerostar* is a vertically scrolling shoot-'em-up which goes on sale in September. Vic Tokai hope the game will reach the UK around Thanksgiving (November 28).

DOUBLE EXPOSURE

Beetlejuice, the Terminator and Bill and Ted are all sliding into a Nintendo soon. LJN have this tempting trio on both Game Boy and NES over the next few months. Beetlejuice puts you in the shoes of the ghost with the most who is hired to clear a town of yuppie invaders. Terminator 2: Judgement Day on the NES dumps you in the lead role, sending you back in time to battle the T1000 cyborg, while Terminator 2: Future Wars on the Boy also follows the storyline of the $100 million movie.

Brace yourselves, amigos, as Bill and Ted's Excellent Video Game/Game Boy Adventure teams up with the bodacious buddies as they traverse the time lines transporting historical dudes back to San Deimas, California. Watch out for the sequel movie this year, Bill and Ted's Bogus Journey. If you're a real fan, you'll be interested to know about Bill and Ted's Excellent Cereal, the Saturday morning cartoon show and a TV sitcom to debut soon. A most excellent set of merchandising if ever I saw some!

CHEAP 'N' NASTY

There's a phenomenon in the film world known as Troma. They have cornered the market in totally tacky, sleezy, cheap films, often propelling the most unlikely characters to heroic idols for the cult viewers. Troma's most successful role so far has to be the Toxic Avenger, star of three movies. Bandai's NES game *Toxic Crusaders* is based on the forthcoming TV cartoon series of the same name.

Toxie is a grossly deformed superhuman who, along with his Toxic Crusaders, is determined to clear his beloved hometown of Tromaville of the radioactive mutants and aliens that are proliferating from Toxic Chemicals. Travel through the city streets, high rise buildings, parks and schools to destroy alien Dr Killemoff's pollution devices and face the evil Doctor in a sizzling showdown. The fate of desolate Tromaville rests on your hideous shoulders.

ALL FIRED UP

California, 1938. Air racer, Cliff Secord, had experienced less stressful weeks in his life. His week started with his plane getting accidentally wrecked in a stunt shootout. Then some strange guys stashed an intriguing package in his crashed cockpit. After little examination, Cliff identified it as one of the rare rocketpacks in existence. Immediately, young Cliff became the target of half the city. The hoods wanted their stolen device back, so did its inventor, Howard Hughes, the FBI, the US Army, even the Nazis!

Then Cliff's girlfriend, the delectable Jenny Blake, was kidnapped by famous film star Neville Blake who said he would return Jenny in exchange for the rocketpack. With all these people hunting him down, Cliff had little choice but to become The Rocketeer.

This latest Bandai game for the NES is based on Walt Disney's summer movie blockbuster, *The Rocketeer*. If it all sounds a bit like Indiana Jones, that's because it's set at exactly the same time. There are six chapters held together by small story-telling scenes between levels. It's basically a platform adventure, but with the added bonus of your main character being able to fly. You even get unlimited continues and a password system if you haven't got the patience to play through in one go. Expect a Game Boy version to follow if the film does well.

MORE SIMPSONS GAMES!

After seeing The Simpsons, it's hard not to like young Bart Simpson and his fellow schlemies. The little leg-biter has also stormed both arcades and homes in Konami's four-play coin-op and Acclaim's superb NES game, *Bart vs the Space Mutants*.

Acclaim have now announced news of two more Simpsons games, one each for the Game Boy and Super NES. In *Bart Simpson's Escape From Camp Deadly*, Bart and Lisa are sent off to summer camp where they find themselves having anything but a vacation. The whole camp is under the control of bullies, like Nelson, and cruel camp counsellors who push the youngsters till they drop. Bart and Lisa encounter many challenging tests, like an obstacle course through quicksand, motocross against Nelson, even potato-peeling duty! The two young Simpsons are determined to escape from this nightmare, and dig an underground route out of the camp through piranha pits, alligators and buzzing bees. Game Boy owners can expect this in August.

The Super NES game doesn't have a title as yet but Acclaim's Sam Goldberg says of it: "When viewing our Super NES Simpsons game, the graphics are so vivid it is almost like watching the original animation." The storyline yet again follows Bart, who this time has lost his homework on the way to school and must devise a valid excuse for his teacher. Each of the outrageous stages follows Bart through one of his alibis until he comes closer and closer to retrieving his homework. Super NES Simpsons should be out in the last quarter of 1991. Incidentally, Nintendo's exclusivity on The Simpsons licence has just run out, which could open the door for a Konami version of the coin-op and even The Simpsons on other console formats.

STATESIDE SNIPPITS

★ Bandai's first Super NES game is set to be *Ultraman*. Although Bandai could quite easily bring in the Japanese version, they hope to reprogram the game to contain the extra enemies featured in the new series of Ultraman which airs on TV in January 1992.

★ Sunsoft, who have programmed every console version of *Batman*, have finally finished a Genesis version of the Caped Crusader. Yet again they have tried to make this slightly different from the other versions. It contains four platform beat-'em-up stages, one side-on horizontal stage flying the Batwing and another in the Batmobile. There are also some filmic pictures between the six stages.

★ TurboGrafx-16 owners rejoice: Bonk (PC Engine Kid in the UK) is back! Yessir, that big head with a taste for chilli returns in *Bonk's Revenge*, released in August. This time Bonk can fly and breathe fire!

★ So you think *Ninja Gaiden* (*Shadow Warrior*, reviewed on page 36) is hot stuff? Forget it, kid, Tecmo have already got *Ninja Gaiden III* lined up for release in August. Make you jealous?

★ After the outstanding success of *Golden Axe*, Sega have a sequel ready for Genesis owners this Christmas. Also in Santa's Sega sack are *Toki*, *Joe Montana 2*, *Cyborg Justice* and *Hallow World*.

★ Hamburglar has stolen Ronald McDonald's bag of secret ingredients. Now all NES owners will have the chance to help Ronald get it back. No kidding. *MC Kids* from Virgin Games is released in September.

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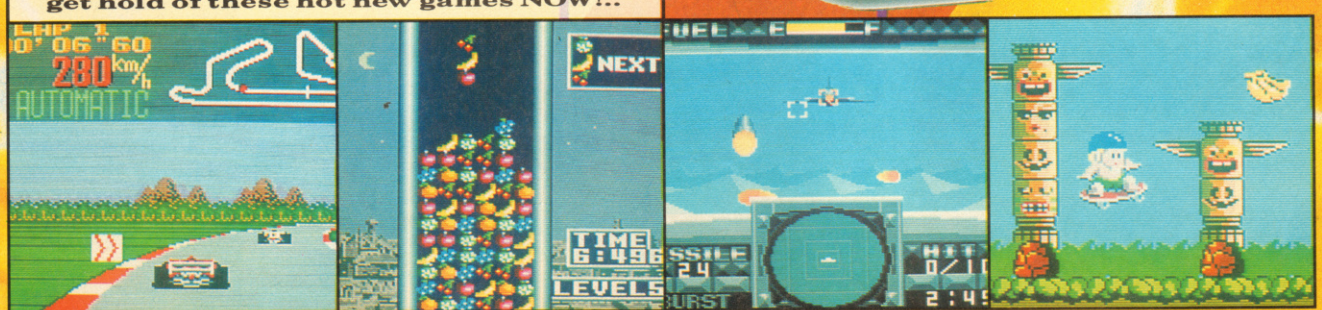

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narly NINTENDO

Famicom US launch, news of the ultimate gamebuster and the very latest on the hottest elephant debate since Tarzan left the jungle

MEDICAL HELP REQUIRED

We now come to a very serious matter. It seems that Chris Bloomfield of Plumstead, London, has a most unfortunate condition of the head. As seen in the accompanying photo (taken in a tent at Chris's school camp), the poor lad seems in need of a head transplant. His current head has grown out of proportion causing Chris to be afflicted with a most unfortunate medical condition known as twatitus. It causes the eyes to turn in and the tongue to inflame and stick out uncontrollably. If anyone has a spare head kicking around their house, then please could they send it in to the usual address, and we'll forward it to Chris. Till then, don't worry Chris, I hear this is what happens to anyone who doesn't take any notice of the Nintendo health warnings.

NES TOP TEN (UK)

1. Nintendo World Cup
2. Super Mario Bros 2
3. Gremlins 2
4. Mega Man 2
5. Tecmo World Wrestling
6. Gauntlet 2
7. Snake Rattle and Roll
8. Duck Tales
9. Super Off Road
10. Track and Field II

TIP TALK

Hands up all those Super Famicom owners who have been desperately trying to get 99 on the sound test in *Final Fight*. I can hear the groans from here. It seems we were victims of a vicious prank by that Jap japer, Shintaro Kanaoya. But, please, no more phone calls. Shintaro assures us that there is a two-player mode in there somewhere, but he hasn't found out where yet.

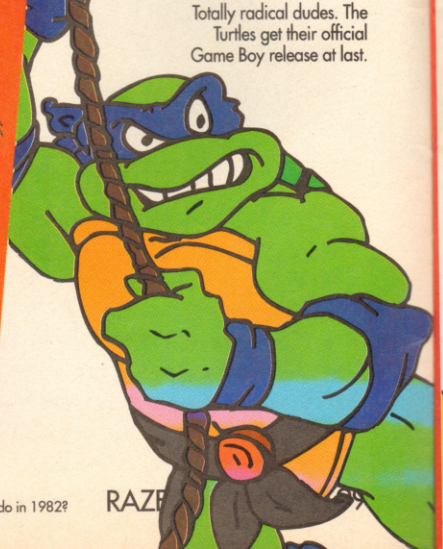
On the same theme, you'll need to know that all the Nintendo tips have moved into the central Hacks & Stacks section (pages 64-75). But don't stop sending Narly Nintendo tips for I'll still be compiling all the Nintendo tips for Hacks & Stacks. Send your contributions to *Narly Nintendo, RAZE, Unit 3, 7 Back Street, Trowbridge, Wiltshire BA14 8LH.*

REGULAR FAMICOM TURNS SUPER NES

Yo dudes! The waiting is finally over, and Nintendo have officially launched the Super Famicom in the US, bringing the European release ever nearer. The CES show in Chicago was the lucky venue at which Nintendo unveiled their Super NES (renamed for the US). The machine has been slightly redesigned for the US market, with the most noticeable change being the colour of the buttons. These are now lilac and purple, confirming that yuck is hip and vomit is rad. The Super NES isn't meant for exhibiting, it's meant for playing games on. Give me the Japanese version any day.

GAME BOY TOP FIVE (UK)

1. Super Mario Land
2. Double Dragon
3. Gargoyle's Quest
4. Spider-Man
5. Revenge of the Gator.



Totally radical dudes. The Turtles get their official Game Boy release at last.

RAUCOUS RELEASES

Tired and bored with your carts? Check out this bunch of "official" UK releases for the next couple of months.

The NES holds many delights in store. *Captain Skyhawk* and *Jack Nicklaus' Golf* are reviewed this issue, but there's also *Shadowgate* (dungeon exploring), *Superspike V'ball* (volleyball), *Turbo Racing* and *Solstice* (*Knight Lore* arcade adventure).

Game Boy owners will finally get a portable version of *Teenage Mutant Hero Turtles*. Bugs Bunny will also be making an appearance in his own game of the same name, and that'll be followed by *Radar Mission* (seen on import as *Power Mission*) and *Side Pocket* (a pool game!).

Q: What did Sarah Bennet do in 1982?

A TRUNK CALL

Luke Fenech, the writer of those appalling elephant jokes and sender of numerous playing tips, is the subject of controversy in this month's post bag. I received a letter from one very distressed reader who felt that young Luke was nothing but a fraud. Here's an extract that explains everything.

"....About Luke "Dumbo" Fenech. I am speaking, as vice chairman, on behalf of our Chairman, Dr Victor Weetabix, and company to ask you, who is this fake? This phantom elephant joker? His jokes are primitive and should not be allowed, he should be brought to a stop. This drivel is decaying people's minds. We here at the Elephant Satire Association (ESA) pride ourselves on good elephant jokes like..." There then followed two unprintable elephant "jokes" concerning the sexual prowess of large elephants.

"Our Chairman was disgusted, as we all were, when he read this insult to elephants. So we challenge, yes, challenge you, Luke Fenech, you charlatan, fake, cowboy, to a duel to the death in elephant satire. You've picked on the wrong animal, boy, and now you've met your match. So if you've got the guts and you're man enough, send in your jokes. The ESA will be watching this space, but prepare yourself for WWIII. Reverend Reginald Winifred Plumtree, Vice Chairman, ESA."

Fighting talk indeed. Unfortunately, we couldn't get a copy of this letter to Luke in time for this issue, but we hope to have his reply in a future issue. But what of the rest of you? How can you let these scooter-riding extremists launch such a volatile attack on a member of our Nintendo clan? All the kid was trying to do was bring a bit of clean humour to the pages of RAZE. But, then again, those jokes were pretty awful, i.e., How do you talk to an elephant? USE BIG WORDS...

ELEPHANTS WELCOME

The postbag was once again crammed this month. Most envelopes contained tips, but some letters were a mite more interesting – the elephant one, for example. Keep sending your tips in, but don't forget that Narly Nintendo is also here to help. So if you're confused over compatibility, or can't hunt down that elusive peripheral, write to me and I'll try to help you out. The address is, as always, *Narly Nintendo, RAZE, Unit 3, 7 Back Street, Trowbridge, Wiltshire BA14 8LH.*

WHO YA GONNA CALL?

How would you like infinite lives on *Super Mario Bros*? Or perhaps unlimited boomerangs on *TMHT*? Well if you live in Canada, you can buy a device that will give you all this and more.

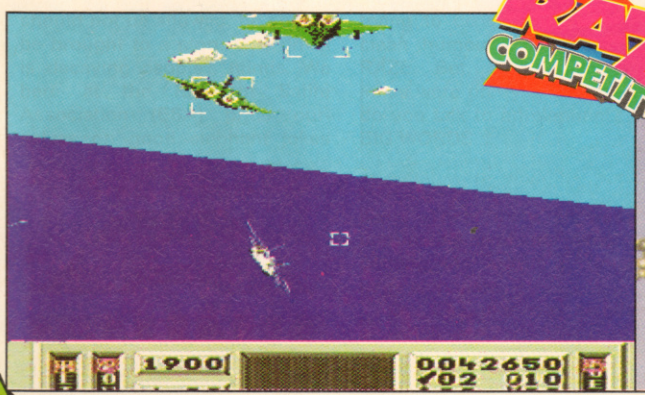
The device in question is called the Game Genie, and is distributed in Canada by Camerica. But what's interesting is that the gadget was developed right here in the UK by Code Masters (yes, the budget people!). The box of tricks plugs into the normal NES cart port and then the game plugs into the Genie. The Genie then interrupts the program and hacks into it, adjusting any of the game parameters (lives, energy, jumps, etc). The unit comes complete with a book of hacking codes for hundreds of NES games. It seems that Nintendo are incredibly miffed at the Game Genie fiddling with their licensee's game code and are desperately trying to restrict the unit's sale. The chances of it coming over here are very slim.

FAMICOM FLOURISH

Even though the Super Famicom isn't selling quite as quickly as everyone thought it would, there are loads of UK developers who want to jump on the licensing bandwagon. Gremlin have a few projects on the go, Storm (producers of *SWIV*) have some secret plans, and Psygnosis have indicated that they would like to develop some stuff on the SF (who wouldn't?). It all sounds very secret, with Mindscape being the only company willing to commit themselves. They assure me that as well as their many NES and Game Boy titles, they'll also have Tony Crowther's old Amiga game *Captive* for the Super Famicom. Mindscape hope to get it on the streets after Christmas.

SONY LOSE THEIR SHINE

Sony, who developed the sound chip for the Super Famicom, are apparently not to be used for the proposed 16-bit CD-ROM unit. It now seems likely that Philips will be designing it. Shintaro has more news on pages 12 and 13.



RAZE COMPETITION

WIN CAPTAIN SKYHAWK!

There's a fabulous, terrific, splendiferous... er, not bad *Captain Skyhawk* NES cart up for "grabs". Yup, we've completed the game so many times that we can't stand the sight of the thing any more. Please take it off our hands by answering this very simple question. What pig is named after Captain Cook?

The answer's hidden somewhere in the *Captain Skyhawk* review on pages 40 and 41. And while you're there, you can check out how good the game really is. Send your answer along with your vital statistics (name, address, etc) to *Aye, Aye, Captain comp, RAZE, Unit 3, 7 Back Street, Trowbridge, Wiltshire BA14 8LH.* Last orders on August 29.

A: Followed in streaker Erika Roe's footsteps.

sega CITY

Game Gear arrives and half the UK software houses jump on the Sega bandwagon. Is this good or bad? We appraise their wares

SEGA WANT VIRGIN

You'll all be aware that Virgin Mastertronic are responsible for the European distribution and marketing of all the officially released Sega kit. Well, it seems they have done such a good job that Sega may buy them in a move dangerously reminiscent of Victor "I was so impressed I bought the company" Kiam. Fascinating isn't it.

ELECTRIC DREAMS

As you read this, the superb *Block Out* – *Welltris* with 3-D blocks – will be in the shops, as will *Centurion*, a roman soldier's quest to bonk Cleopatra. There are also a couple of RPGs waddling towards the shelves in the form of *Faery Tale Adventure* and *King's Bounty*.

Unfortunately we couldn't quite squeeze in a review of *Block Out* due to tight deadlines being remarkably incompatible with the date that the carts were being shipped into EA's warehouse. But don't make any rash decisions till you read the review next month.

SEGA POACH DATA

After openly comparing *Mario World* and *Sonic* at a recent American entertainment show, Sega are increasing their war of attrition between themselves and Nintendo by using the equivalent of tactical nuclear weapons. Sega are openly trying to poach developers and licensees away from Nintendo. Obviously they would prefer a complete defection but a double-agent is better than no agent at all. So far they have announced the licensing of Data East, producer of great coin-ops like *Midnight Resistance*, for the production of third-party titles for the Mega Drive. Look forward to some interesting developments over the next few months.

ACCOLADE GO BALLISTIC!

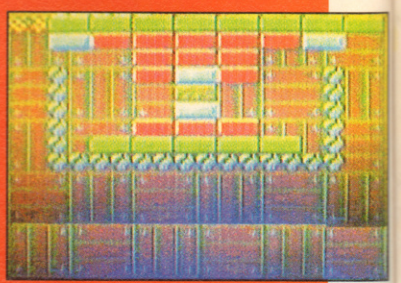
Accolade's new label Ballistic should be covering your local retailer's shelves by now. Although we haven't seen them, their first two releases, *Star Control* and *Hardball*, have been well received in the US. Other 16-bit conversions coming from them before the year is out are Rainbow Arts' action adventure *Turrican* and the defunct Hewson's medieval romp *Onslaught*.

SNAP, CRACKLE, POP

You won't be able to officially get hold of *Woody Pop* on the Game Gear till November, but here's an extremely comprehensive preview for those who can't wait for a review.

It might be an old idea but it's hard to beat the old *Break-Out* gameplay for fun and addictiveness. This particular reincarnation also features the eponymous log which maximises the idea's potential.

Our hero, Woody, is the bat at the bottom of the screen. He is lost in a maze of rooms inside a log cabin from which he must escape. The difficult part, though, is that each of these rooms is blocked by different numbers and arrangements of blocks. Woody has to use his skill to direct his little ball around and destroy all these blocks without letting it fall through the invisible wall that he guards at the bottom. Once he has completed the destruction of these blocks, hopefully within his three lives, Woody then moves onto the next room. Sometimes Woody gets a choice of up to three rooms, each of them worth more bonus points. You may want to choose the most generous but be warned that the set up in that room will be difficult to beat.



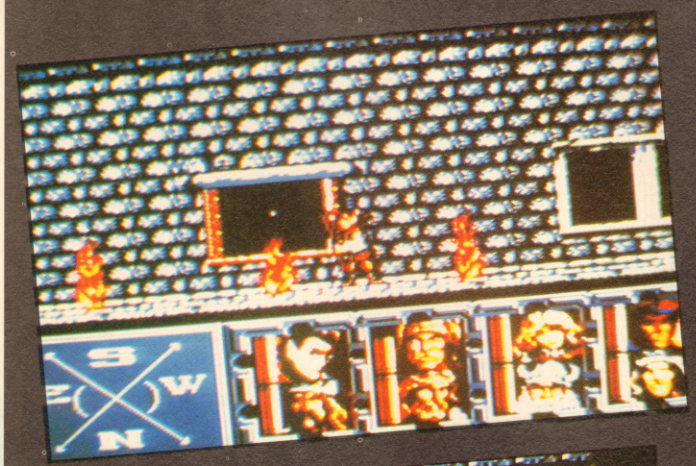
As well as the usual dead blocks that disappear after one hit, there are a variety of other blocks and hazards to be considered. For example, wooden blocks that take four hits to destroy, warp holes that wrap around the screen, and blocks which release three little soldiers who march around and generally get in the way. Even worse are the trains that cross near the bottom of the screen, deflecting the ball and making life hell for you. Also included are bonus blocks which reveal one of eight different bonuses, not all of them good.

Woody Pop is the ideal game for the Game Gear. It's easy to pick up, playable and very addictive. The version we've had in the office has rarely left the Game Gear. We'll be reviewing *Woody Pop* next issue.

GOLDEN OPPORTUNITIES

US Gold have finalised plans for their next batch of Master System games, and also have news on their first products for the Mega Drive.

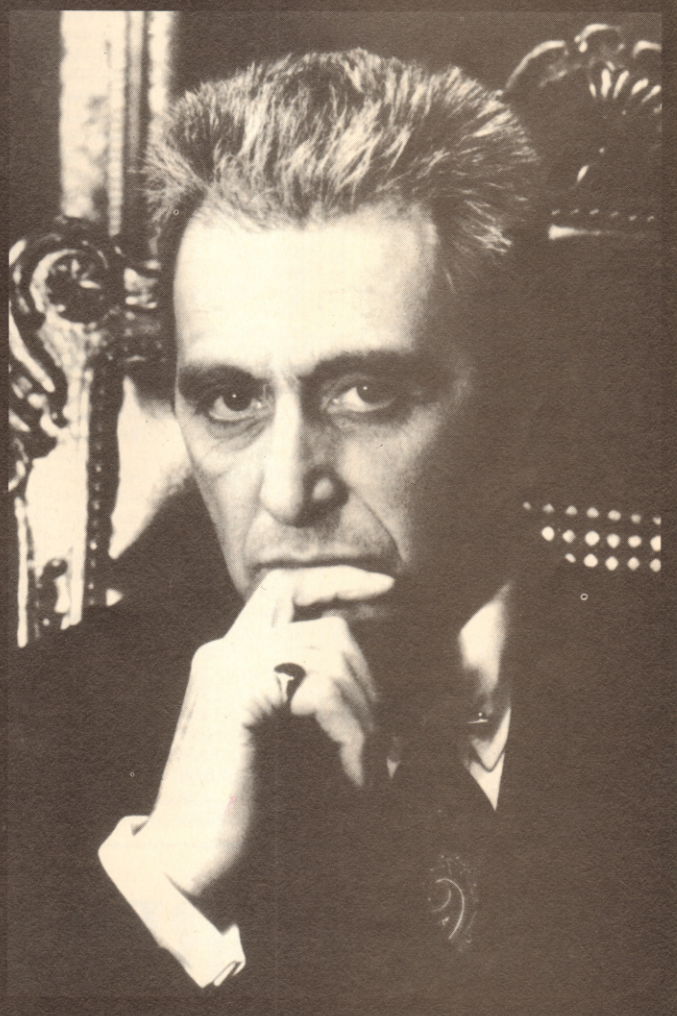
World Class Leaderboard for the Master System should be in the shops now, and that'll be followed by a bevy of titles in the run up to Christmas. Firstly, there's *Out Run Europa* (covered in depth on pages 8 and 9), developed in the UK by Probe. That'll be followed by *Heroes of Lance*, programmed in Manchester by Tiertex. Finally, there's a decent little footy game called... *Super Kick Off*! Yes, *Kick Off* will be here before the year is out. Get your orders in now for this one will sell and sell – assuming that the playability is retained...



Currently in the very early stages of development is *Indiana Jones IV: The Fate of Atlantis*. Due for release in mid to late '92, this is an action game based on a Spielberg storyboard that Harrison Ford has so far refused to film – although a comic does exist in the States. US Gold will be handling the Master System version, while Lucasfilm will be doing the graphic adventure side for the computers.

If Harrison Ford changes his mind, we could see a leisure industry first: a live-action film based on a game. Incidentally, during the Eighties, Harrison Ford was consistently the highest earner from his movies. His pay, while on the set, equated to something like a million dollars a week (he earned a hundred million from the Indy series). Quite ironic considering he is regarded as cheap by film-makers; he only charges five million a film!

The Mega Drive is the one machine that US Gold would like to take by storm over the next few months. Their first release will be *Indy III*, which they'll finish in time for Christmas. They hope to follow that with *The Godfather III*, to be programmed by French software house Delphine. Considering Delphine's track record (*Cruise for a Corpse, Operation Stealth*), it is likely that *The Godfather III* will include certain elements of strategy to mix in with the expected action and violence.



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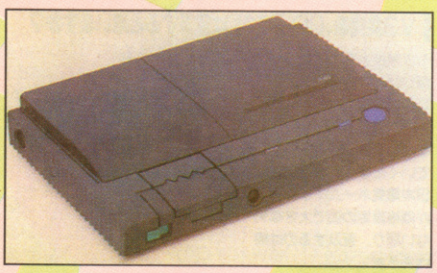
NEC knacks

Shintaro Kanaoya reports on latest goings-on at NEC and uncovers two new machines, a replacement CD-ROM drive and the long-awaited PC Engine LCD screen.

Excellent news for PC Engine fans. NEC are to re-release their CD-ROM box in two guises, reduce the price of their best-selling Core Grafx 2 and at last launch the PC Engine LCD screen (first announced over two years ago). The first of the new machines is the Duo. Not surprisingly, this oversized rectangular box contains the PC Engine hardware and CD-ROM drive in one compact case. You wouldn't expect many changes to something like a CD-ROM drive – however, that's where you're in for a nice surprise. The original PC Engine CD-ROM came with 512K of memory for easing transfer bootlenecks and storing game information (like in-game position, lives and so on). This has been increased to either 1.5 or 2Mbytes. At present there's some confusion as to the exact amount, but industry pundits reckon 2Mbytes to be more likely. So what does this mean? In short, disk accessing is now four times as fast as before. No more waiting for level information and the like to load. Certainly this single factor will improve the performance of games dramatically.



NEC's Duo – the first console to come combined with a CD-ROM drive – is safer than the original stand alone CD-ROM drive in that it's impossible to open the lid while the disk is still playing. Of course, that's a minor consideration. Improved system software and faster accessing times is what this machine is really all about.

A new system card – which contains all the information necessary for software to use the CD-ROM drive – is now integrated into the Duo. Previously it was necessary to have a cartridge inserted into the PC Engine whenever a CD-ROM was played. Not any more!

The new system – called simply version 3.0 – can handle CD-ROMs, audio CDs and CD+Gs. CD+Gs are audio CDs with limited onscreen graphics. Basically, you can see all the pretty pictures Fleetwood Mac put on their Behind The Mask CD.

When and if upgrades appear for the CD-ROM, these can be inserted into the regular card slot which will override version 3.0.

For all its sleek design, the Duo lacks an LCD display informing you of track number and so on. This information can only be gleaned if you've got the system connected to a TV (which isn't unreasonable given the PC Engine's main function in life).

There's no confirmed price for the Duo, but expect it to be well below that of the existing PC Engine and separate CD-ROM drive.

Confused by the current line up of PC Engine clones? Prepare to be dazzled! NEC have introduced yet another: the Core Grafx II. It's still PC Engine compatible, but now adorns the shelves in tasteful grey/blue with not-so-tasteful dull yellow logo. It costs a pocket cheering ¥19,800 (around £75). Now that's a bargain.

FIRST PORTABLE CD-ROM CONSOLE

With the introduction of NEC's 4.3-inch colour LCD screen – which plugs into all PC Engine variants, including the recently announced Duo mentioned above – NEC have effectively launched the first portable CD-ROM based console. Although bulky, this is a major breakthrough in terms of console entertainment and will doubtless pave the way towards future portable CD entertainment. Unsurprisingly, battery life is quoted as lasting between three and four hours. Considering the Lynx and Game Gear only offer three hours play, NEC have made a phenomenal achievement.

SUPERSONIC CD

NEC's other new CD-ROM device is the stand alone Super CD-ROM System. This simply replaces the existing CD-ROM unit. Cosmetically the machine is very different and is styled to match the Core Grafx's grey/blue colour. Like the CD-ROM drive in the Duo, the Super System offers improved accessing times and better system software. Already five companies have said that they will develop with the v3.0 CD-ROM software in mind. These include Hudson (with *Far East of Eden 2*) and Victor (with *Loom*).

RELEASES IN BRIEF

● *Far East of Eden 2* due in October will be one of the first of the new generation CD-ROMs (still compatible, of course, with the older system) from Hudson. The original was terrific and was worth getting just for Ryuichi Sakamoto's three-track contribution on it.

● *Power League 4*, the fourth sequel or rather fourth version of the Engine's first baseball game, will be out by the time you read this. The same teams still exist, but new team members appear and some old faithfuls disappear. In this way the game reflects the real world of baseball.

● *Final Soldier*, out now, is another Hudson shoot-'em-up in the mould of the wild *Gunhed*. There are loads of extra weapons, metallic mutant aliens and an animated screen.

● *PC Boy*, also available around now, has you changing into PC Girl or PC Person. PC Girl wears false eyelashes and purple liner, and kills the bad guys with kisses. PC Person (who's head looks like a bottom) bites his way up walls and generally looks mean.

● *Cobra 2*, having been described as a digital comic, reaffirms our suspicions that it doesn't actually contain any gameplay, but a host of near-naked women. In a time of increasing sex crimes in Japan, it all seems a little in poor taste. Perhaps it's time to question this so-called healthy perversion?

● *Baby Dragon* is a cute action game in which you play... er, a baby dragon. Sweet explosion clouds with 'BON' written in them abound. Avoid if you're more into blood 'n' guts. For those with a penchant for the cute and colourful, this one bears a September release date.

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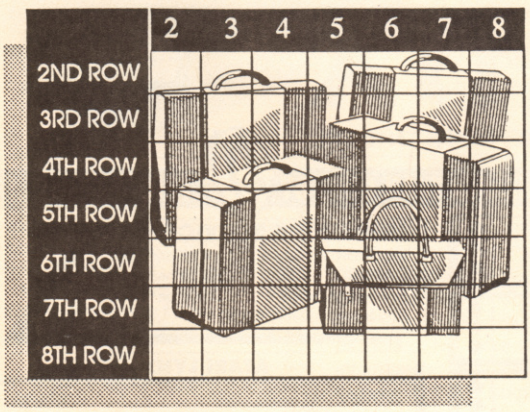

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preview INDEX

ARCADE ADVENTURE

Will typically involve you searching, puzzling and shooting.

SHOOT 'EM-UP

Horizontal, vertical, sideways, 3-D, diagonal, multi-directional... any way you like it!

RPG

Anything that requires you to control a party of characters in typical Dungeons & Dragons board game fashion.

SPORT

Anything that requires you to enter healthy (or otherwise) competition.

PUZZLE

Anything that has you using your brain rather than your trigger finger.

BEAT-'EM-UP

Anything that requires you to use fist or foot in a threatening manner.

ROAD SIGNS

At the start of each review you'll see icons shaped much like road signs which inform you at a glance of the game genre, rating, and number of players, stages and skill levels. The top icon – enclosed in a triangle – tells you what sort of game it is being reviewed.

IMPORT REVIEWS

Generally these are shorter than other reviews and can almost be treated as previews since the games mentioned aren't widely available in the UK. When the games are officially released in the UK, these games will be reviewed in full. Import games can only be obtained from specialist grey importers. Suppliers of the games reviewed this month include:

Pro Games	081 7699937
North Eastern Consoles	0429 820830
Electro Games	081 5308246
King Bit Games	031 3379610

SUPERSONIC STARS!

Bigger than Alex Kidd... Better than Mario and Luigi... Brighter than Joe Mushashi... There can be only one: Sonic the Hedgehog!

90 RATINGS

Every format reviewed has its own graphics, sound, playability and overall rating. The graphics score takes into account sprite definition, animation, background detail and technical merit. The sound rating considers loading music, in-game effects and background music. The playability mark takes into account how well the game performs from the moment you pick up the stick until you drop from exhaustion. The overall rating takes into consideration audio visuals, playability, presentation, documentation and packaging.

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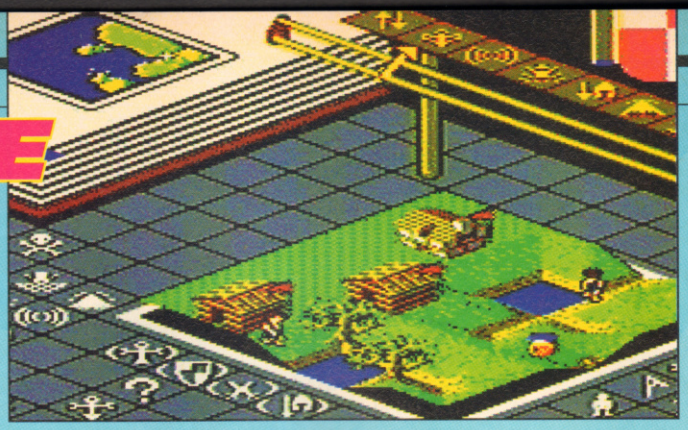
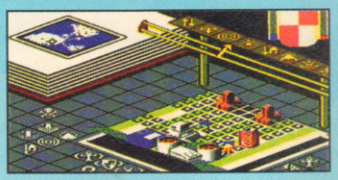
RAVE

POPULOUS

Les Ellis digs up the dirt for the Supreme Being

PLAYERS	1
STAGES	5,000
SKILL LEVELS	1



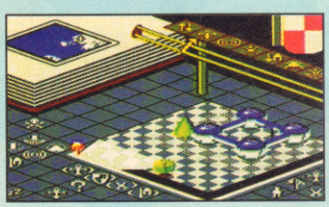


Bitmap World is undoubtedly the most visually gratifying of the levels. Dotted around the landscape you will find computer disks and mice among other things. Instead of constructing buildings, you assemble computers. An extremely PCish looking device heralds the most advanced building.

You will encounter Grassy Plain World first of all. During this game, the two sides are well matched. Little land has been deposited, and as the long range indicator at the top-left shows there's plenty of room to fill up.

Like *Tetris* and *Batman*, *Populous* is one of those games that has appeared on nearly every computer and console known to man. However, it is also one of those games that you either love or detest vehemently. People can get totally enthralled in the game from the moment they build their first bit of land, or get bored to death within five minutes. Not too different to that other much-acclaimed, but rarely played, game *Sim City*, which is also becoming quite prolific.

The Master System is the last in a long line of conversions – surely there can't be any other versions in the pipeline – of Bullfrog's money-spinning game. After issue nine's preview, MS owners will have been salivating at the thought of 5,000 worlds – 4,500 more than any other computer/console version. With such glowing credentials, Sega's 8-bit machine looks likely to have the best version of *Populous*. It is testament to Tecmagik's devotion to the Master System that they should try to improve on the original, and not just churn out another clone (as with the Mega Drive and Super Famicom versions).

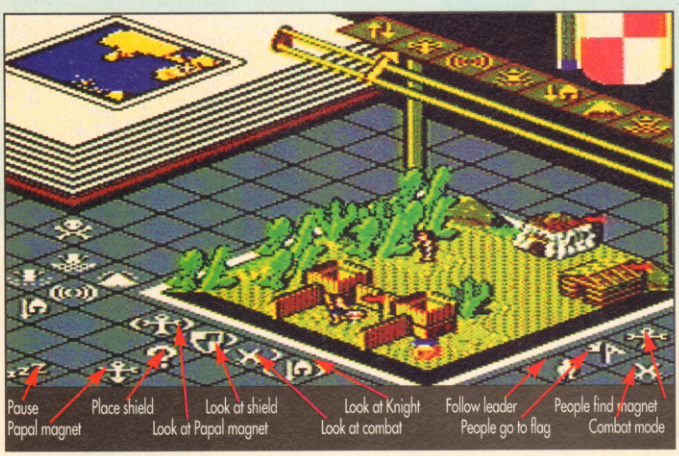


The blue forces don't hang around in Future World; they've already built the largest settlement possible. Your manna bar on the right-hand side of the screen shows that you only have enough energy to build or place the papal magnet around which your people will unite.

If you've been living on the moon for the last five years, and have failed to discover what *Populous* is all about, then this (very) short overview should reveal all.

You play a god who is trying to influence a world with his good ideals. However, on the other side of the universe, there is another god – a bad one – who is trying to do a similar thing with the same world. By building land etc on the world you must create an army of strong followers who will travel to the other side of the world and destroy all your opponent's settlements and followers. Of course, everything you can do – like causing freak storms and flash floods – he can do, too.

At the start of each new world you are shown just how your forces measure up to the oppositions'. This screen also reveals what natural disasters both sides can inflict on each other. As you can see, things are a little biased at the moment, but this is early on in the 5,000 levels.



Being a god in the universe, there are many worlds that have to be conquered – 5,000 in fact! Overall, there are six styles of world: Grassy Plains, Desert, Rock and Lava, Bitmap, Snow and Ice and Futuristic.

Your main aim is to coax your people into expanding their intellect by building castles, huts, outside toilets, etc. As they increase in knowledge, so, in turn, will your manna bar, the source of all your power. Your power is used to create knights etc, which can be used to fight your battles and protect your people.

The game has been tweaked somewhat to improve the gameplay on the Master System. The control method has been altered to suit the joypads. The long range map isn't used for movement at all, as the short range one moves so quickly. Button II cycles through the different parts of the screen while button I executes commands. Finally, of course, the extra disks you could buy for the computer versions are all included in the 2Mb cart.

With all these additions and improvements, this classic game has taken a step closer to immortality with this excellent conversion.

MASTER SYSTEM

GRAPHICS ✓ Blindingly fast scrolling around landscape. ✓ Great detail on characters and buildings.	91
SOUND ✓ The old *Pop.* tune on the title screen. ✓ Impressive effects for divine intervention.	82
PLAYABILITY ✗ Can become very boring... (sacrilege!) ✓ Improved control method is great.	89
TECMAGIK **£34.99 ● OUT NOW**	90

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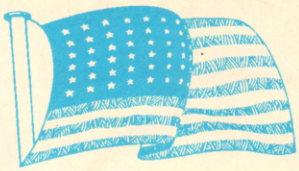

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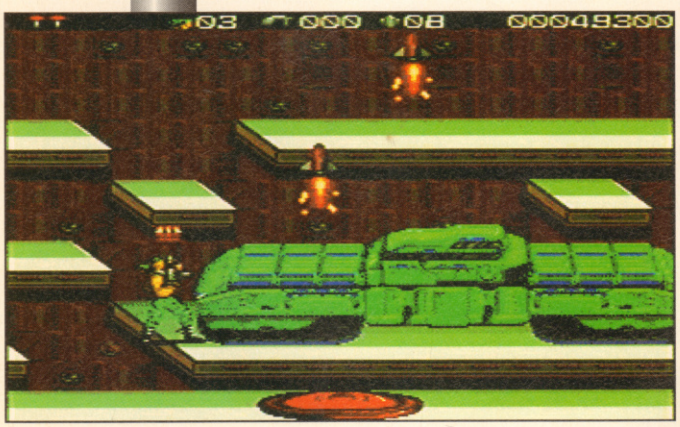
80

PLAYERS	1
STAGES	9
SKILL LEVELS	4
SUPPLIER	North Eastern Consoles

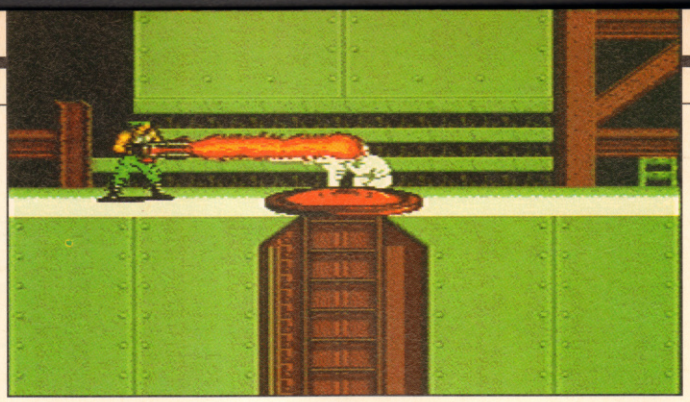
Julian Boardman couldn't resist this little midnight trek to the arcades...

This was one helluva coin-op. It used two joysticks, similar to *Smash TV*, one to control the weapon and one to control the player. This meant that you could shoot in one direction while walking in another. Its frantic gameplay kept you pumping the money in, while the fine graphics and gung-ho sound effects made life all the better.

Last year's 16-bit conversion almost captured the feel of the coin-op but it tried too hard to emulate the effect of the two joysticks, resulting in a complex system that didn't help the gameplay at all. The Mega Drive version has decided to practically ignore the coin-op system all together. Although there are *four* control methods to choose from. The main one allows you to fire in a 90° cone centred around the direction you are facing. If you are not a slave to the coin-op then it works well. Obviously the gameplay has been tweaked to make allowances but pretty much anywhere can be hit. The other three options feature button B being used to rotate the weapon independent of your direction, either clockwise, anti-clockwise or clockwise then anti-clockwise.



This particular monstrosity only takes hits to its central section. You can try shooting from above, but you will have to be pretty nimble to avoid the missiles it fires from its end sections. When he starts smoking, he takes a while to go down; just keep firing until he totally gives up.

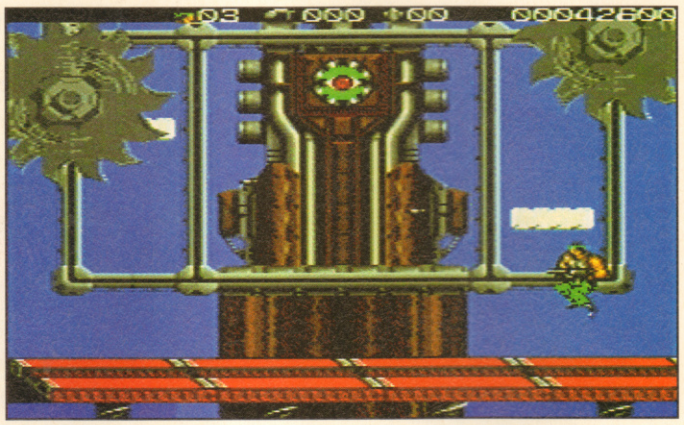


Depending on your control method, there are two ways of taking out this gun position. With control method A you will only be able to fire at him whilst you are standing; when you lie down your bullets won't get near him. With the three other methods you are free to shoot in any direction from any position. So simply lie down and aim your fire in his direction.

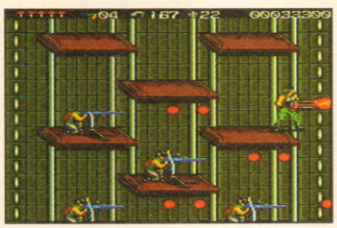
To the game...

There is this chap going around called King Crimson, and he is, by all accounts, not a very nice man. He started a club for megalomaniacs – the Crimson Club – but things got a bit out of hand at one of their late night committee meetings and he persuaded them to try to take over the world. "But how can we declare war on the world without any soldiers under our command?" they cried. "Don't worry," Crimson replied, "those caddies at our golf club are always looking to earn a quick buck. I'm sure I can convince them to join our merry band." And sure enough he did, and the local golf course was advertising for new caddies before the week was out.

King Crimson and his newly-formed Crimson Corps soon started plans to wreak havoc upon the world. Their first task was to kidnap a major scientific brain to construct a powerful weapon with which they could threaten the world. Unfortunately, the man in question also happens to be your grandfather, and King Crimson also happens to have kidnapped the rest of your family along with him. King hopes that the threat of dismembering the rest of your family will persuade your granddad to build the monstrous weapon.



Out of the frying pan and into the fire. Having just despatched five little blades you then have to face these two larger ones. These dangerous blades move inexorably around, forming a frame in which to trap you.

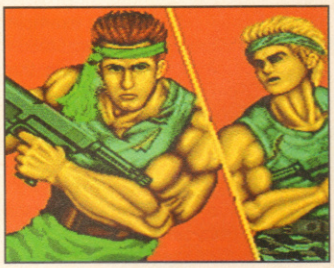


Flame-throwers are always good in this situation. These guys never fire diagonally, so you just have to be quick enough to get above and to one side in order to knock out their positions.

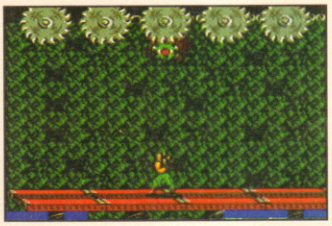
MIDNIGHT

The beginning of the first level sees you posing on the bonnet of a jeep being driven by some blonde maiden. But what did you do to her last night? As soon as you jump off the jeep, she drives off along the level leaving you to battle on alone.

It is up to our hero, played by your good self, to battle his way past the hordes of the Crimson Corps. Each ex-caddie is heavily equipped with weaponry, and they will provide enough challenge in themselves. But at the end of each of the seven levels, there is an android guard who will require an immense effort to be destroyed. After you've disposed of this metallic monstrosity, you will have access to a weapons cabinet. Weapons can then be obtained by using keys which you should have picked up during the level to open compartments: the better the weapon, the more keys you will need to have access it (see Crimson Crushers).



The action stays pretty hot throughout. The only thing that I miss is the simultaneous two-player game, a feature sadly and needlessly absent from this version. Also, the graphics are unnecessarily poor, although sound compensates somewhat. Similarly, the sprites are badly defined, looking as if they'd be more at home on a C64. Indeed, the graphic artist should have been given the sack as the backgrounds on the first two levels are none too inspiring either. It's just as well the original concept was pretty darn foolproof otherwise this would be one for the bin (and all that coming from a fan of the coin-op!).



When you get to the top, you have to face five mad buzz saws that are intent on carving you in half. Some extremely agile leaping may just save your bacon.

MEGA DRIVE

GRAPHICS ✗ Poorly drawn sprites. ✗ Ropey backdrops.	65
SOUND ✓ Heavy guitars urge you on. ✓ Weapons have individual effects.	82
PLAYABILITY ✓ Four difficulty levels. ✓ Loads of blood-thirsty action.	84
DECO **£34.99 ● IMPORT**	80

CRIMSON CRUSHERS

Full Auto – Slightly more powerful than your standard weapon but hardly worth the asking price.

Three-way – Damn useful. Gives a great spread of shot meaning you don't have to be quite so accurate or vigilant... and you can shoot three things at once!

Fire – Your average flame-thrower that destroys everything in its path. Great fun and very useful because of its continuous flow.

Bullet – Each special gun has a limited time before it goes back to being your average machine gun. This will effectively double the amount of time it can be used for.

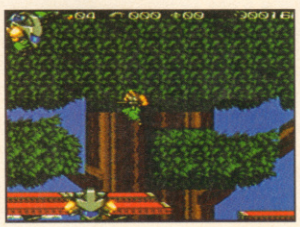
Nitro – Fires upwards and detonates like a fire work destroying everything the white-hot embers touch.

Shotgun – Next to useless. In the same league as Full-Auto.

Homing Missiles. Each shot fires off five missiles. Useful for large or numerous end-of-level guardians.

Barrier – While you have this nothing can touch you. Never seems to appear on the later levels!

Whatever you do, you can't avoid being carried up through the trees to a nasty fate. Even on the way up things are a little fraught; all these blokes in jetpacks just won't leave you alone.



RESISTANCE

"Please. Black as midnight on a moonless night."

83

PLAYERS	1
STAGES	16
SKILL LEVELS	1

APB

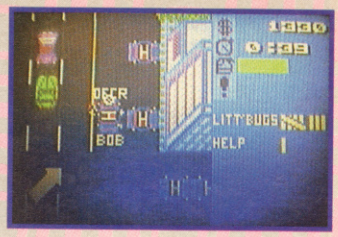
By day, Julian Boardman is a mild-mannered janitor. But when darkness falls, he becomes Officer Bob, bobby on the beat

A policeman's lot is not a happy one. Mind you, neither is being an innocent traveller who gets victimised every time he (or she) decides to park on a bit of open grass somewhere. Such is the persecution us "college types" must endure.

APB is about Officer Bob, a skinny copper if ever I saw one. Having just been posted onto traffic as a rookie, Bob has to work his way through a series of increasingly difficult patrols. Each day our boy in blue is given a quota of offenders who must be apprehended. These may vary from hitchhikers in trouble through honking road-hogs to master criminals with an All Points Bulletin out on them. Should this quota not be met, either because you've run out of gas or of time, you will receive a demerit for the criminals missed. Demerits are also accumulated by either shooting or mowing down innocent pedestrians. The desk sergeant hands out these demerits, and will unceremoniously throw you off the force (and into the trashcan) when the count reaches ten.

In front of your patrol vehicle, as it races across the bird's-eye view map, is a steering wheel. This acts as a sort of cross-hair for your arrests. When this steering wheel is over an offender, pressing fire turns on the siren which should make the offender pull over. Generally they will pull over immediately but the more serious offenders may require many requests. Criminals with APBs out on them will require more than a simple request for them to stop. The only way to arrest these social deviants is to either shoot them or ram them off the road. If you catch a glimpse of one of these guys as you're driving around, forget about your daily quota and immediately go in hot pursuit.

Nice work, Officer Bob. You pick your teeth as your sergeant congratulates you on another day's work well done.



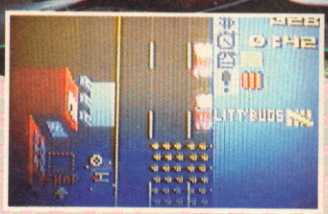
Here you are at the cop shop before embarking on another day's law enforcing. The right-hand third of the screen is devoted to the status of your patrol. Your score is at the top (1330). Below that is the time remaining on the patrol (0:39). Next down is the fuel gauge, which turns red when it gets empty (it is currently green). At the base is the figure showing the amount of demerits you have received (none yet). Any more than ten and you're back on Civvy Street.

All sorts of bonuses can be gained as you wend your hazardous way through the cartoon city. Visiting the drive-in doughnut shop, for example, will award extra time; the gas station, on the other hand, will ensure that you don't dry up when in hot pursuit.

Once you have collected enough law-breakers to complete your quota, you will be able to pop into the shop and buy all sorts of goodies. There's a gun, a radar gun (which makes the people in front slow down when they see you), faster acceleration, better brakes, even some armour to prevent too much damage as you try to ram those hardened criminals off the road.

Like the 16-bit versions, this is a game with a sense of humour. If you do well, the chief mumbles something unintelligible as you nonchalantly pick your teeth with a match. However, if you do badly his vitriolic rage literally burns your head off. The graphics are colourful and chunky with a great cartoon feel to them. But although the between level screens are initially funny they gradually become irritating as they hold up the action. The sound, though, is great, with a number of different spoken responses to vary the action when you make an arrest. There's more speech here than in the 16-bit versions, and a load of wacky crash and explosion effects to amuse even the most sullen of players.

Personally, I found *APB* quite a tricky game to master. Atari have quite rightly upped the difficulty level because most people will have already played *APB* on another machine. And, anyway, who wants to pay 30 quid for a game that you complete in a day!



The Speed Shop is where you can buy plenty of equipment to soup up your car. Things like radar, armour and faster acceleration can be added to make your day's work a whole lot easier

ATARI LYNX

GRAPHICS ✓ Easily tell the villians from the good guys ✓ Cheery little narrative screens.	85
SOUND ✓ Great speech synthesis. ✓ Zany effects.	87
PLAYABILITY ✗ No password system. ✓ Humour keeps the interest level up.	82
ATARI £29.99 ● OUT NOW	83

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84

PLAYERS	2
STAGES	N/A
SKILL LEVELS	11
SUPPLIER	ELECTRO GAMES

Ashley Summers shouts "Strike!" and fails to see any post for three weeks

SUPER PROFESSIONAL BASEBALL

The Japanese love their sports, and none more so than baseball. Out of all the foreign sports available to them, baseball is the one the Japs have taken to their hearts (although golf runs a close second). Japan has its own professional league watched by millions every Saturday. It contains teams like the Tigers and Fivers, any of which would prove stiff opposition for their American counterparts.

For those of you not lucky enough to own a satellite dish and catch the World Series on Screensport, let me give you a run down on the game.

Baseball is played on a large field with a small diamond in one corner. On each corner of the diamond is a base: three running bases and one batting base. In the middle of the diamond is a pitcher base (known as the mound). The pitcher throws a ball at the batter who must try to hit it as far as possible in front of the two lines running out from his base along two sides of the diamond to the end of the field (these are foul lines). If the batter hits the ball behind the foul lines, he must retake the shot while conceding a foul.

Scoring is exactly as that great school sport rounders, with one important difference. If you hit the ball into the crowd, all the players currently on bases can run around to score runs.

There are many ways to make a player "out", three outs and the innings changes. A player can be caught out by a fielder, or run out if he fails to reach a base before the ball does. A player can also be struck out if he fails to hit the ball three times. (Likewise, the batter "walks" to the first base if the pitcher fails to throw four balls within the hitting zone between the batter's shoulders and knees.) Finally, and most interestingly, even if a player departs for another base, he can return to his previous base at any time if he feels he will not make it to the next base in time. This caused the introduction of another "out" rule. If you are running between bases and a fielder hits you with the ball, you are deemed out. As you can imagine, this can really liven up a game.

The team with the most points at the end of ten innings wins. However, if the game is tied, play continues into another inning to resolve the match.

Due to their popularity, baseball games have been eagerly awaited on the Super Famicom. This is the first of what will no doubt be a long line.

You can play either a one- or two-player game, picking your sides from 12 Japanese teams. Experienced players can now fiddle about with the team's characteristics, playing order, etc, although you can go straight to the game proper if you wish.

The view is from behind the pitcher, with a small overlay to see where the rest of your men are on the field. This allows the batter's team to "sneak" a base, and the pitcher to keep an eye on them to make sure they don't.

The characters are realistically drawn, as opposed to cartoon graphics. The animation is similarly lifelike, and presents a very polished product. When you hit the ball, the screen zooms out to show where the ball has gone, and pans around to follow the ball as you throw it around. There are other effortless, but nevertheless impressive, graphic routines. For instance, the field rotates around at the end of an innings, eventually focussing on the scoreboard. All this makes the game very quick and smooth to play.

The aural accompaniment is supplied by some traditional baseball fanfares and a bit of speech. The speech, though, is quite muffled, especially compared to something like *Bombuzal*.

SF owners who may have seen the Neo-Geo's *Professional Baseball Stars* will not be disappointed with this version. Although it's half the price, it's not half the quality. *Super Professional Baseball* is playable, addictive and looks great. However, I'm still left with the feeling that the best is yet to come. Perhaps my prayers will be answered with *SuperUltra Baseball* from Culture Brain. It includes trick shots and exploding balls!

YOU'RE OUTTA HERE!

Curve ball – Pitch thrown with lots of spin to curl it.

Drop ball – Pitch spun to drop short in front of the batter.

Pop up – A ball hit straight up into the air.

Bunt – To hit the ball a very small distance, surprising the fielders and scrambling to first base.

Home run – A ball hit out of the field enabling the batter to walk around the bases.

Bases loaded – Runner at every base.

World Series – Best of nine games between America's best two teams.

Slide – When the batter skids on his butt to reach the base before a fielder.

The Pits – Where the batters sit when not in play, or where you are sent for fighting.

SUPER FAMICOM

GRAPHICS ✗ Crowd looks like mush. ✓ Good use of SF's hardware.	85
SOUND ✗ Muffled and repetitive speech. ✓ Great ballpark tunes.	83
PLAYABILITY ✗ Very repetitive, not enough content. ✓ If you need baseball, then this will excite.	87
JALECO £44.95 ● IMPORT	84

Baseballs are covered in rawhide.

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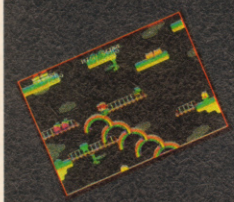

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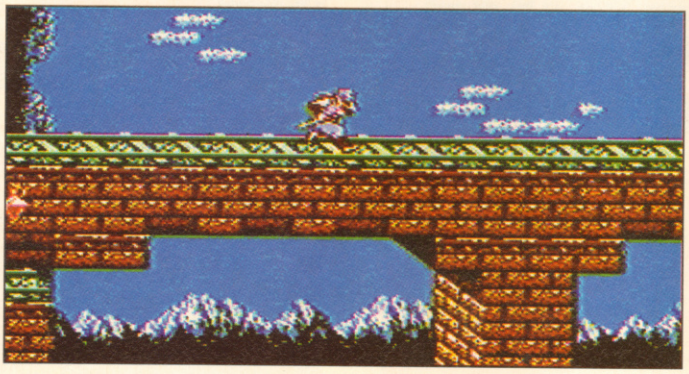
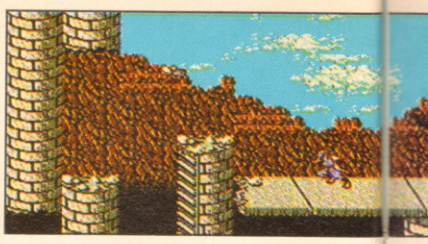
PLAYERS	1
STAGES	6
SKILL LEVELS	1

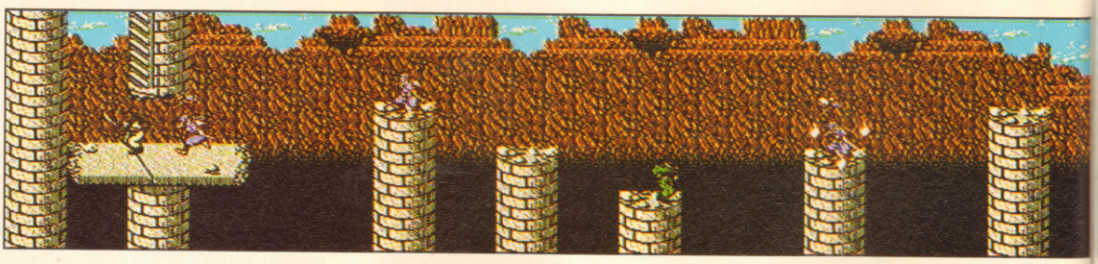
Julian Boardman takes on an army of enemies with his Dragon Sword and a packed lunch from his mum





SHADOW WARRIOR

The howling wind passed almost unnoticed by the two duelling ninjas. Locked in battle, their sophisticated movements were almost imperceptible in the pale moonlight; little more than shadows in the cold night. All that could be observed was one flash, a glint of light off the finely honed steel of a ninja sword. It proved to be the end of the contest. Ken Hayabusa had been defeated.

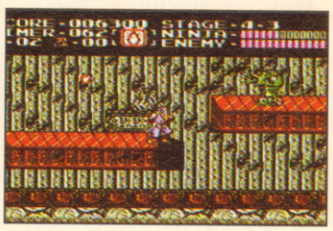


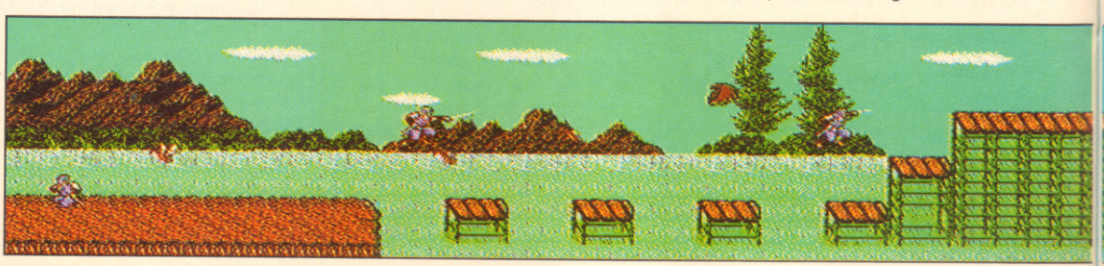
And so the story of Ryu Hayabusa, the dead man's son, and the Dragon Sword begins.

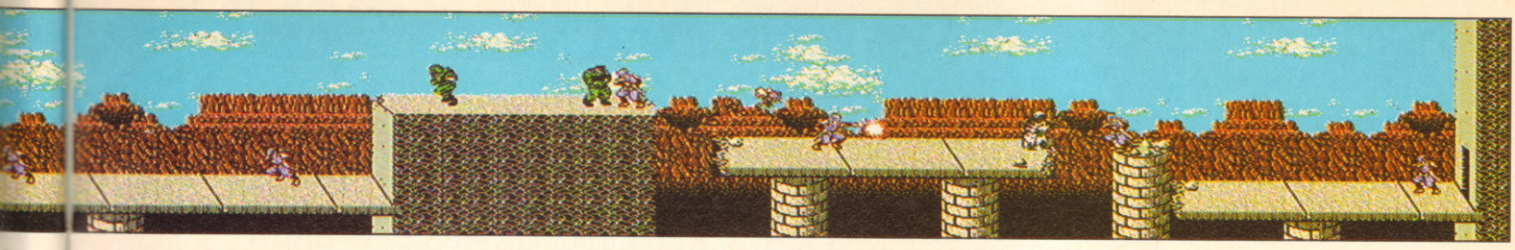
Learning of his father's defeat, Ryu finds a letter, written some weeks before. In it Ryu is told by his father that if he does not return, Ryu must take the Dragon Sword to America. Somehow Ryu knows this isn't going to be a trip to his father's favourite sword sharpener. Danger is a word that immediately springs to mind.

The story is told through the use of the Tecmo Theatre, displaying short cartoon sequences detailing the progress of the main characters in the story. As each of the six stages comes to an end, it is clear that your battle through the dangerous areas of the world is vital to the planet's safety. The evil lurking in the underworld is far beyond Ryu's worst fears.

It appears that Ken Hayabusa had been on an archeological trip with a man known only to Ryu as Mr Smith. They discovered a temple deep in the Amazon that had been used for worship of the evil gods some two







thousand years ago. Within the temple, Hayabusa and Smith found two statues that when placed together became a tremendous focus for satanic activity. They vowed they would both keep the statues, one each, as a safeguard against them falling into the wrong hands. It seems, though, that one of them has.

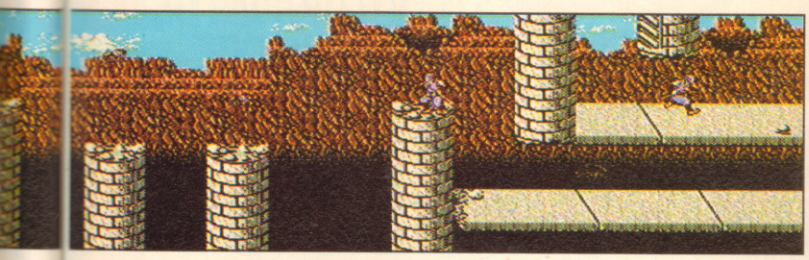
On top of all this, the CIA are involved in some nefarious capacity. As if Ryu didn't have enough to get through without getting arrested, knocked on the head, escaping and then having to fight his way through the jungles of the Amazon before getting even halfway through the game.

In all there are six levels of this high-octane action, each one jam-packed with warriors and soldiers determined to prevent you from reaching your ultimate goal. Quite what that is I'm not exactly sure because I haven't managed to complete the game as yet. But I'm sure it involves a huge boss and ridding the world of this particular form of evil megalomania. Also intertwined in this story is a chap called Jaquio who has been drawn to the Amazonian ruins as he believes he can tap the evil that is inherent in the stone. Obviously, Jaquio is a character not to be trusted, and probably the man at the centre of all the evil emanating from the Amazon. Indeed, this chap could even be your father's companion, Mr Smith!

As Ryu goes through the six acts, which comprise a total of 20 arduous areas, he will meet five bosses before taking on Jaquio himself. Of course, saying that is all very well, but he has to defeat the foot soldiers of Jaquio before he can begin to think about the bosses. These minions take many forms but all of them are deadly. Sword carrying ninjas, bazooka wielding soldiers and even creatures of the wild have been subverted to hamper you in your journey and drain away your 16 life cells. Life isn't easy for a ninja, you know.

What it all boils down to is some dangerously addictive gameplay, which surprised me because the horizontal ninja format is a little tired. However, *Shadow Warrior's* combination of magic, timing and athleticism make it one hell of play. Add to that the quality graphics and superb cinematic screens between levels, not to mention the splendid sound, and it becomes clear what a quality game this is.

Indeed, under its original title of *Ninja Gaiden*, this game was voted Game of the Year in America, and *Ninja Gaiden II* is already on release over there.



LIVING IN A SHADOW

On each stage there is a different item that when collected will reveal a bonus item, be it a power-up or points. There can be any number of these items in a level.

SPIRITUAL STRENGTH

Ryu has special powers when he uses this strength. There are two kinds: red, worth ten points, and blue, worth five points. These points are used up by the strength items that can also be collected.

TIME FREEZE

When Ryu collects this all of Jaquio's henchmen on the screen are frozen for five seconds.

BONUS

There are two sorts of bonus: red, worth 1,000 points, and blue, worth 500.

PHYSICAL STRENGTH

Will restore up to six energy cells when found.

1-UP

Gives Ryu a valuable extra life, made up of 16 energy cells.

FIRE WHEEL

Turns Ryu's anger into a circle of flame that will destroy any evil that it touches.

SPIRITUAL HEALING

These four items will make use of Ryu's spiritual strength to make him physically stronger.

THROWING STAR

Spiritually weak weapon but has a longer range than the sword.

WINDMILL THROWING STAR

These stars cut right through the enemy and come back like a boomerang. This one can cause some real damage.

THE ART OF THE FIRE WHEEL

This takes three balls of fire and twirls them around, burning anything in their way.

JUMP AND SLASH TECHNIQUE

This is used during a jump so that anything that is passed whilst jumping will be destroy by the whirling sword. Only Ryu's immense agility enables him to perform this feat.

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NES

GRAPHICS ✓ Flicker-free sprites and scenery. ✓ Excellent narrative between levels.	85
SOUND ✓ Up-beat aggressive tune. ✓ Above average effects.	92
PLAYABILITY ✓ Highly addictive. ✓ 20 areas for hours of gameplay.	92
NINTENDO **£34.99 ● OUT AUGUST**	**90**

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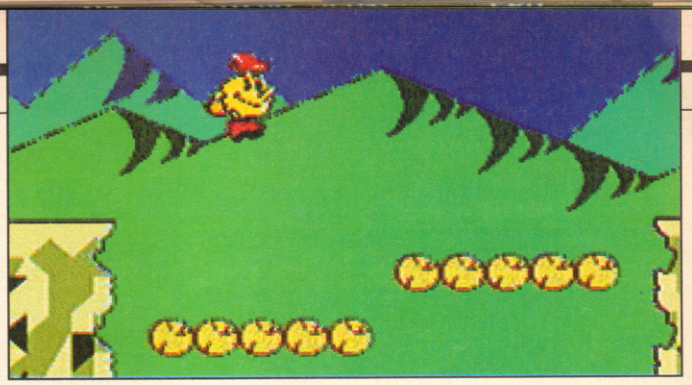
PLAYERS	1
STAGES	5
SKILL LEVELS	5



JB pacs up his troubles in an old kit case and skips around the countryside with a fairy

All is not well for Pac-Man. Having built himself a home and pulled a gorgeous piece like Ms Pac-Man, with the money he earned in the arcades Pac settled down for a life of peace, harmony and fluffy slippers. Suburban life didn't suit him, though. Pac-Man missed the danger he encountered in the trade that made him a superstar. So he turned to drink. Lots of drink.

One night Pac went out on a stretch with the few fair-weather friends and got blind drunk. Naturally Pac got very hungry, and despite the fact that his stomach was bubbling like a chemist's lab, decided to go in search of food – even though it was three in the morning. This wild goose chase took him far and wide, but the liquor had taken its toll on his memory.

As he woke up on the park bench dressed as Robin Hood, all Pac could remember was walking up to a very attractive, but scantily-clad, woman calling herself Marion, and asking if she could help him find a pork sausage. She giggled, replied that she'd be delighted, winked to her similarly dressed friends as she took his arm, and wandered off with him into the night. All he knew now was that his back was scratched to pieces, his chest covered in a treacle-like substance and he couldn't relieve himself due to a soreness. To cap it all, he was in the home town of his arch-enemies, the ghosts, miles from home and someone had nicked all his cash. Typical!

He despaired. Little did he know that a fairy, sent by the gods at Ari, would do her best to guide him home. She couldn't interfere but she could point him in the right direction. Suddenly he felt bright, he knew the way home and off he trotted. But neither him nor the fairy could tell of the dangers that lay ahead.

This is where you come in. It is up to you to guide our unfortunate globular friend through the five levels of the ghost's land. Help him by jumping over trees, cars and buses collecting fruit and doing everything that a Pac-Man would do as he makes his way home before his adoring – but cripplingly stupid – wife realises he's not returned from the pub.

It is the usual horizontally scrolling *Wonder Boy* type stuff: creatures, platforms, hidden bonuses, primary colours, etc. The gameplay, though, is difficult enough to keep even the hardened enthusiast intrigued for quite a while. However, this is most certainly the toughest version yet. With just three lives and no continues, I found it hard to complete just one level. May prove too off-putting for most Lynxers.

The fire hydrants must be jumped over

Sometimes fruit appears in these windows

The ghosts arrive in all manner of vehicles: planes, trains and even dodgy cars

This ghosts turns black with terror as he realises you can eat him

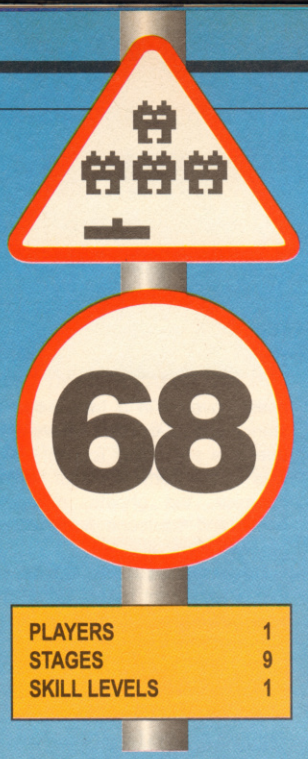
Mind where you jump; ghosts come in planes too!

The ubiquitous power pill shbe picked up at all costs

PAC-LAND

ATARI LYNX

GRAPHICS ✗ Very simple background scenery. ✓ Most sprites are very jolly and happy.	79
SOUND ✗ Lazy, dull tune. ✓ Effects liven up gameplay.	60
PLAYABILITY ✗ Too old, too hard. ✓ The challenge will last for ages.	74
ATARI **£29.95 ● OUT NOW**	74



With more qualifications than Magnus Pike, Mark Monteiro blinds the world with words of wisdom

CAPACIOUS CAPTAINS (?)

Captain America – The Marvel comic character and star of two TV movies (both 1979).

Captain Blood – 1935 film featuring Errol Flynn playing a doctor who is forced to become a swashbuckling pirate.

Captain Chaos – Super-hero character played by Dom DeLuise in The Cannonball Run (1981).

Captain Cook – Introduced pigs to the New Zealand bush and subsequently had a breed, the Captain Cooker, named after him.

Captain Courageous – Story by Rudyard Kipling; first adapted to the screen in 1937, featuring Spencer Tracy.

Captain Haddock – The land of thirst... The land of thirst... (See Tintin and the Crab with Golden Claws.)

Captain Hook – Peter Pan's best mate; had trouble tying his laces. Spielberg film, Hook, expected for Christmas.

Captain Horatio Hornblower – Like Nelson, a British naval hero of the Napoleonic Wars.

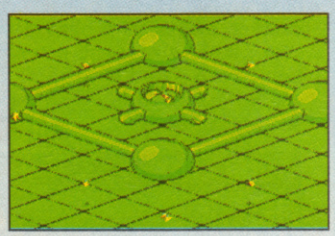
Lack of Versatility is certainly not Captain Skyhawk's middle name. Assuming the role of this eminent pilot, you have to be capable of flying sorties through perilous ravines, become involved in dogfights, dock with space stations, and, not least, undergo the strain of being periodically hyperspaced to your next mission.

You take off from the airstrip and enter the first scenario, the lush and verdant landscape of a canyon. Flying over the landscapes is a pleasure due to the clarity and crispness of the graphics. In the first three missions, for instance, a grid network forms the basis for a pseudo-3-D environment. Skyhawk's first mission ends after you destroy the futuristic enemy base lying at the end of the canyon.

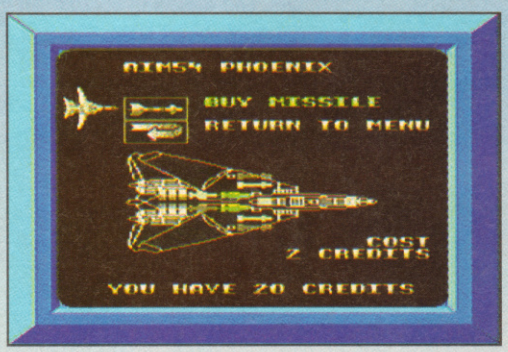
With the base turned to dust, you face your plane seaward as enemy planes engage you in a dogfight over the ocean. The previous bird's-eye view of the Captain's plane is replaced by a tail-end view of the jet, giving greater immediacy. Initially other planes just try to psyche you out of the sky by flying close but not firing. Later dogfights, however, see enemy response, although this comes at sporadic and foreseeable intervals, posing no real threat to Skyhawk.

Similar criticism could be launched at the next stage, where you are asked to dock at a space station. Confronted by this mass of metal artifact, you simply have to align Skyhawk's plane with the station's rotating rectangular orifice. Just press fire and the plane will automatically dock. Docking is so easy that it soon becomes more of a tedious ritual than a challenge. After docking, you are offered some weaponry to purchase for use in your next mission. The amount and type of weapons at your disposal depends on how many credits you have gained from shooting down planes.

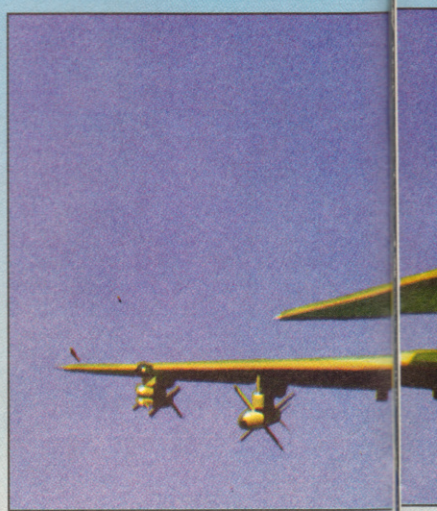
With new weapons aboard, you now zoom off into the desert for your next mission. Your briefing tells you to drop supplies to friendly resistance bases. In effect, this means the obligatory mindless blasting, but also a smattering of virtuosity at precision dropping. Just two bases require supplies, and missing them means the humiliation (and tedium) of flying



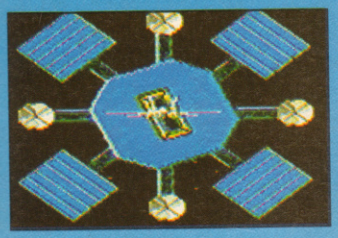
The first bit of dogfighting is underway. Do not worry – the firing is not reciprocal here. On the other hand, do not become complacent because the more planes you shoot down, the more credits you earn for your shopping spree.



From the weapons menu, you are taken to numerous sub-menus detailing the features of each weapon. Here you are buying a missile costing two credits; cheep but cheerful.



CAPTAIN SKY



Experience the frolic-laden sensation of space docking. Can you rise to the occasion? Can you meet the challenge? Somehow, I have a vague feeling that 99.9% of you will.

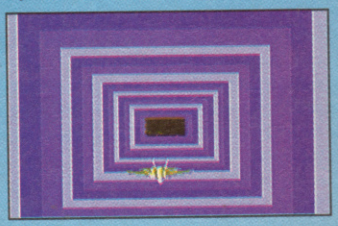
around for a second (or third, or fourth...) attempt. Then it's up in the sky again until Skyhawk reaches the space station to dock.

It is relieving to see that your flight speed, and therefore the challenge, increases dramatically in the third mission. To add extra spice, a red jet flies ahead of you, occasionally letting off a volley of shots.

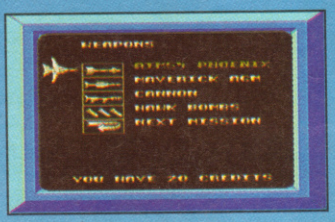
A new thematic element is introduced in the fourth mission where you are asked to free a scientist from enemy custody. In practice this means flying a similar course to the previous three sorties (except over water rather than a fertile or desert landscape). The feeling of déjà vu is undeniable, and you begin to suspect that the detail of freeing the scientist is an incentive for rewards that are not to be found.

While Captain Skyhawk is a visually gratifying game, you'll soon tire of the predictability of the Captain's itinerary. The backbone of the game is a repetitive pattern of five stages: shooting enemy bases, dogfighting, docking, buying weapons and hyperspacing to the next level. New missions present little or no variation in gameplay.

Captain Skyhawk seduces you at first with its splendid graphics, but then fails to sustain this momentum by not creating enough challenges



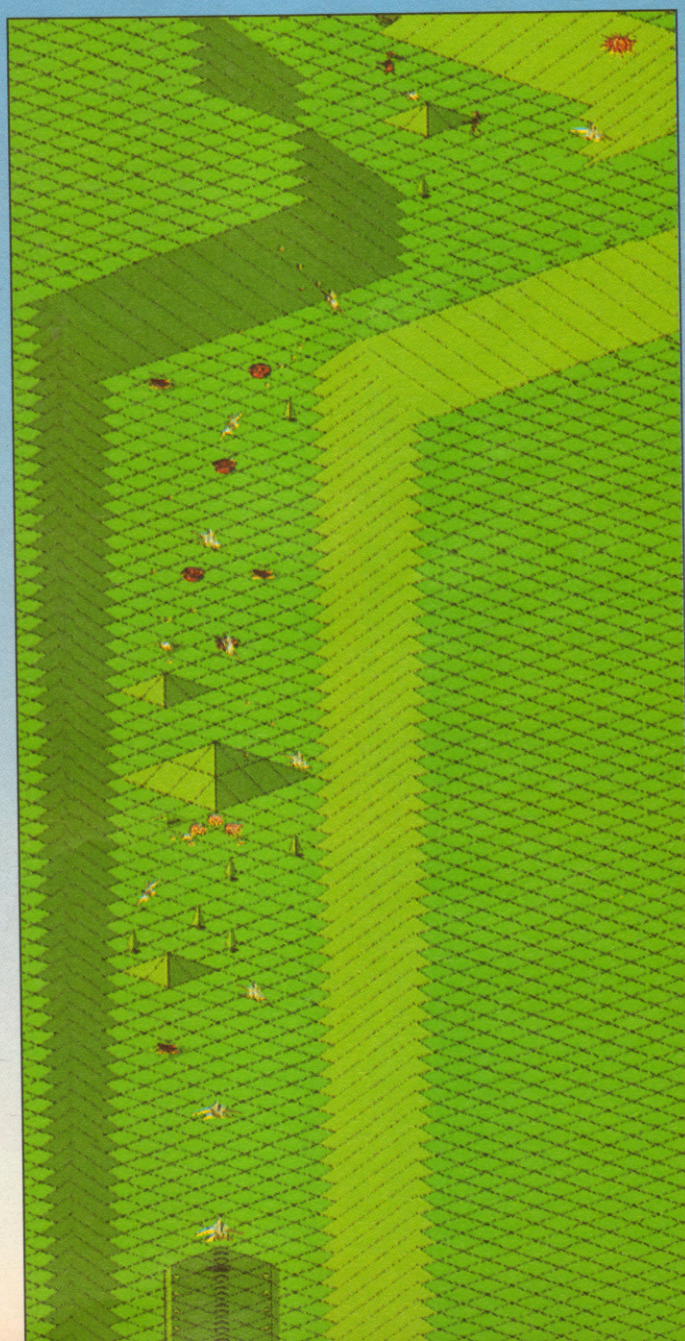
throughout the game. The discerning gamesplayer will soon realise that it is not an original game but in fact a composite of three classics: Stargoose (flying through canyons), Afterburner (dogfighting), and Elite (space docking). Neither section is particularly impressive, but the whole package does gel. But with such repetition, the value is dubious.

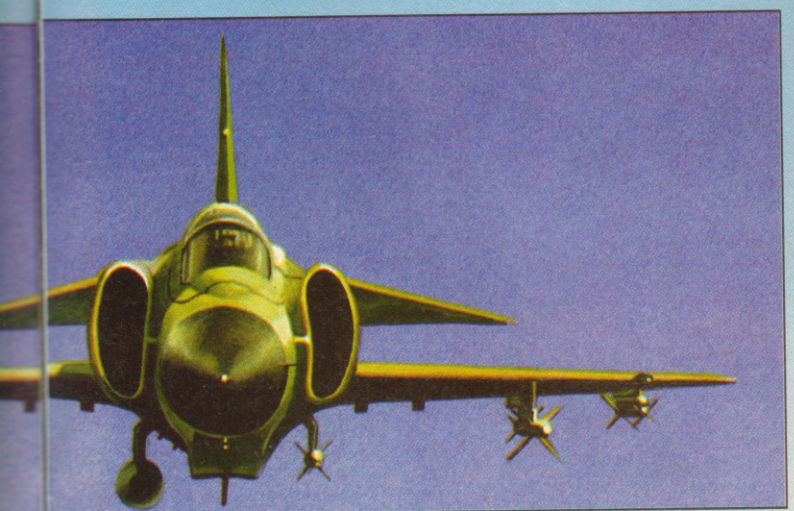


As is indicated, you have accrued 20 credits by showing your shooting prowess on the previous level. The credits can be spent on any of these weapons and thus increase your firepower for the next not-very-challenging mission.

NES

GRAPHICS ✗ Repetitve; only the colour changes. ✓ Smooth movement of clear, bold sprites.	77
SOUND ✗ Dry, spiritless title tune. ✗ No in-game tune; few unimaginitive effects.	51
PLAYABILITY ✗ No serious challenges; too repetitive. ✓ Speed of higher levels enhances gameplay.	73
MILTON BRADLEY **£29.99 ● OUT AUG**	**68**





HAWK

His nose measured 7.5 inches!

PLAYERS	2
STAGES	3
SKILL LEVELS	3
SUPPLIER	Pro Games

BIMINI RUN

Bim, bam, Les Ellis is yer man. No game too difficult, no job too cheap

Ahh, this is the life. Nothing to do all day but sunbathe under the blue skies of the tropics. Nothing but cheap booze and even cheaper women to excite and entertain (not necessarily respectively). Just the place for a professional adventurer such as yourself, that is Kenji O' Hara, to take a few days respite.

But, unfortunately, the evil Dr Orca has also chosen this idyllic paradise for the base of his evil operations. In fact, his next fiendish plot entails the domination of the world using his BAM (Behaviour Altering Modules) technology. To top it all, this mad man has kidnapped your twin sister, Kim, and is, at this very moment, whisking her away in a power boat to his secret hide-out in the Bimini Zone. Your only hope is to jump into your own speed boat and try to rescue her before they reach the doc's hide-out.

The long range radar is very important on missions with multiple objectives. It shows just how many guard towers there are and helps you decide which route to take. It also indicates the various depths of water and the locations of coral reefs and rocks, both of which are deadly to your boat.

The first few screens set the scene for what is about to follow. The doc has done a runner with your sis and plans to take over the world. Don't hang around. Jump in your power boat and chase after the fellow. Keep him in your sights at all times and avoid the yachts.

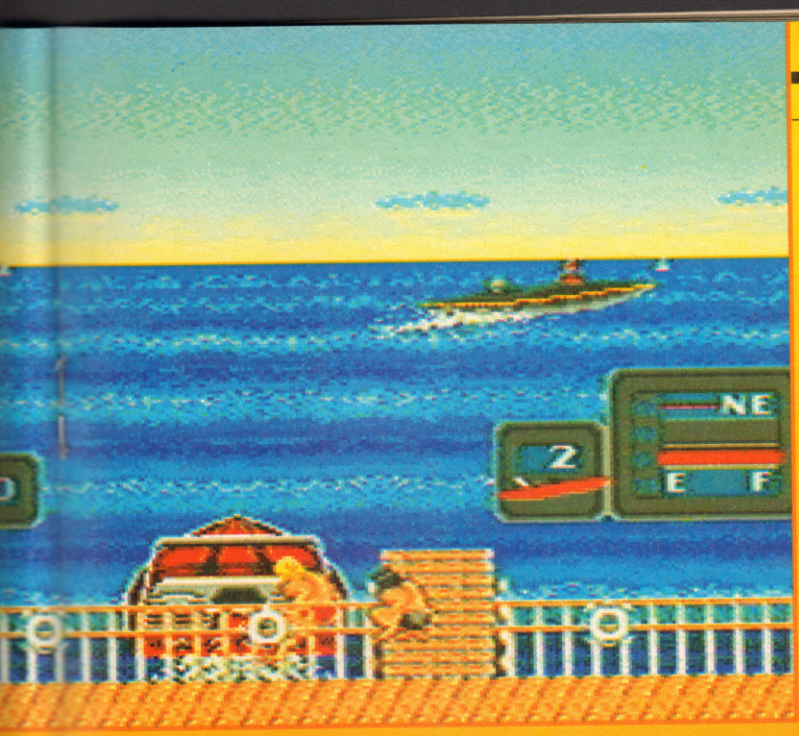
To help you in your adventure, you seek the assistance of your old chum, Luki (who can be played by a second player simultaneously). This fellow could hit a dog's tail at 300 metres, so his marksman skills will be invaluable to the quest. On hearing of your plight, Luki immediately rushes back from a mission in Germany to help you out. With Luki manning the guns and you on the boat controls, you should prove more than a match for Orca's henchmen – and there are plenty of them.

Old Doc Orca isn't going to leave himself totally undefended. You will come up against all manner of fast boats, helicopters, guard towers and, worst of all, mutant sea monsters on your travels. Radio messages inform of what is going on around you, and try to point you in the right direction.

There whole adventure is split into six chapters. Chapter one has the

The short range radar indicates what craft are in your immediate vicinity. As you go further into the Bimini Zone, you'll need to refer to this radar to help you find the locations of guard towers and huts.

Q: What do you call a dog with wings?



The action hots up now as boats and helicopters attack simultaneously. But after you've rescued Kim from Dr Orca, you won't have to worry about them for a while. They disappear and leave you to follow a mermaid through a patch of sea. The waters are infested with sea monsters like giant sharks and sea dragons. At the end of these is the doc's lab, which you must, of course, blow to smithereens.

doc racing off into the sunset with your sister. You and Luki must head him off after him, whilst avoiding all the sail boats gently drifting in the breeze.

In chapter two you have stopped the doc's boat only to find out that it was a decoy and Orca has got away in a helicopter, taking Kim with him.

Now you have to search the islands for his hide-out. When you get there, you discover he has once again done a bunk.

The third chapter again has you chasing his boat across the heavily-guarded waters. You just about reach him when he escapes to his island hide-out. He's a slippery little customer, isn't he?

dreaded Bimini Zone in an attempt to discover Orca's lab.

The final chapter challenges you to blow up the doc's lab and save the world. Even then, the blasted Dr Orca gets away – probably to plan an evil return in *Bimini Run 2*.

On approach to one of the guard towers, the enemy defences open up on you. Watch out for kamikaze boats, Airwolf helicopter attacks and land guns.

Initially *Bimini Run* is very playable. The action gets fast and furious, and the controls are perfectly suited to the frenetic gameplay. But this initial fun soon fades as you find there's little more to *Bimini Run* than a repetitive shoot-'em-up. This wouldn't be too bad if the game was challenging, but it's not. For the relative price of cartridges, £40 for two evening's entertainment is just not value.

Brings you to this screen | Short range radar | Long range radar | Music on/off during play

Occasionally your agent back at HQ will tell you how well things are going. He will also give you bits of advice and reveal where to go next.

Chapter four once again finds you searching among the islands for his hide-out. When you get to the fifth segment, you have finally got your hands on your twin sister. However, Kim is a harbinger of bad news. She tells you all about the doc's plans for world domination, which means that you finally get to race through the

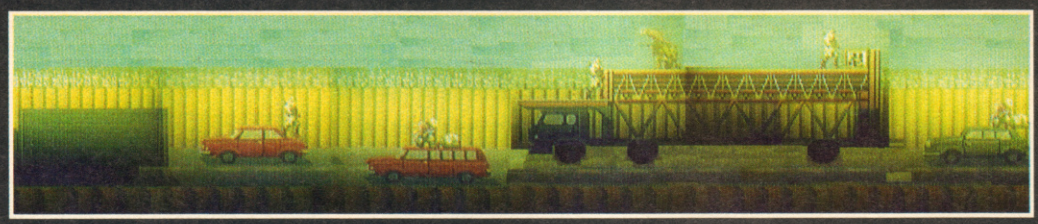
All-out attack now as helicopters approach from all sides. More often than not, though, Luki will take them down with one shot. After you have located the doctor, he will once again do a bunk with Kim. Don't lose sight of him.

What are you doing? This is no time for deep sea diving. Actually you have just been hit by enemy fire and the two intrepid adventurers, Kenji and Luki, dive out of the boat before it blows.

MEGA DRIVE

GRAPHICS ✓ Big, bold sprites for boats, monsters, etc. ✓ Delightful water effects.	79
SOUND ✓ Racy in-game music. ✓ Noisy explosions and gun blasts.	77
PLAYABILITY ✗ Lacks variety. ✓ Initially very compelling.	78
NUVISION **£39.95 ● IMPORT**	78

A: Linda McCartney.



82

PLAYERS	1
STAGES	4
SKILL LEVELS	1
SUPPLIER	PRO GAMES

GG SHINOBI

The latest ninja has bolted from the Sega stable. (Gee-gee? Horse? Stable?) Julian Boardman saddled up

Would you be the friend/family member/pet/casual acquaintance of a certain Shinobi called Mushashi? I think not. In the original *Shinobi* his whole training school was held to ransom; in *Shadow Dancer* his best mate was killed; *The Revenge of Shinobi* saw his teacher killed and some beautiful woman being inexplicably kidnapped. This time Joe Mushashi, has formed a coalition against evil (fools! fools!). Joe is Red and the others are known as Pink (ahem), Yellow, Blue and Green. Shock of shocks – Joe's buds get kidnapped. Old Mushashi brings with him more bad luck than Miss Marple.

But the one thing you can say for Joe is that he's loyal. Every time something goes wrong, he troops out and starts chucking his weight about to rescue his mates – you can't say fairer than that. In this case, the Oriental wonder has to fight his way across four levels of Hong Kong's underworld in an attempt to rescue each member of his troupe.

Mushashi begins his trek by leaping across the roofs of cars on a busy highway. Not helping matters are assorted mutants and marksmen. Then it's up the side of a tall building, leaping from window sill to window sill, dodging bullets and swinging his sword around like a good 'un. From there Joe jumps onto the roof of a moving plane (?) where he gets buzzed by helicopters and suicidal chappies who crawl up from beneath and promptly explode. As usual the area is dotted with crates that Mushy must break to reveal their contents. Sometimes he may get an energy restorer, but more likely it is a deadly bomb. The bombs don't have a large range, but in the heat of the battle it is difficult to notice that the little black shadow beneath you is in fact going to wipe out one of your four energy bars.

Needless to say, Mushy can use magic but this must be picked up from one of the crates. This is unusual for a Sega ninja game (ninjas normally have all the powers) and increases the challenge immeasurably. *GG Shinobi* is probably the most difficult game that has appeared on the Game Gear so far. Which is just as well because this is the fourth in the saga and there are a lot of aficionados out there.

For newcomers to the genre, it will prove to be very frustrating at first. Not a purchase recommended for the beginner, but old hands at arcade beat-'em-up adventures will revel in the challenge.

GAME GEAR

GRAPHICS ✗ Backgrounds lack content. ✓ Action is vivid and distinct.	82
SOUND ✗ Limited amount of spot effects. ✓ Each level has a different tune.	79
PLAYABILITY ✗ Beginners will find it difficult. ✓ Much action and challenge for cognoscenti.	83
SEGA £29.95 ● IMPORT	82

(To the tune of O Blah Di.) Shinobi, Shinoba, wooaah oh! La di da di dadadaaaah!

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WWF SUPERSTARS

PLAYERS	2
STAGES	4
SKILL LEVELS	1
SUPPLIER	PRO GAMES

Les Ellis, our own Ultimate Warrior, climbs into the ring and beats up his Game Boy

MOVE THE MOUNTAINS

Dropkick – the easiest way to beat opponents, use it often.

Clothes line – very effective and very dangerous.

Body slam – very painful but good to finish an opponent off.

Suplex – apply this when you are getting up to weaken opponents.

Pile driver – slam your opponent's head into the canvas.

Headlock – makes breathing tough, especially if your fist is in his face.

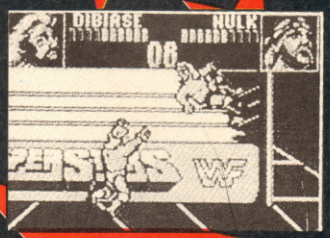
American wrestling (run by the World Wrestling Federation) has really taken the country by storm. ITV just screen the tame stuff, it's only when you see satellite wrestling (via Sky One and Sky Sports) that you can appreciate the full spectacle of it all. With names like The Ultimate Warrior (my fave), Texas Tornado, Sergeant Slaughter and Hulk Hogan, American wrestling is not something that you can easily ignore.

Now Game Boy owners have the chance to take on the best in (and out) of the ring. *WWF* is a one- or two-player game (via the cable) with one simple objective: get hold of your opponent and beat the crap out of him. But this isn't as simple as it first seems. What makes WWF a bit different from normal wrestling is the amount of moves and the flair with which they are executed by the participants. The guys that take part are real artists in their field; one could fly off the top rope, plant an elbow in his opponent's face and make the whole thing seem totally realistic. Of course, it is all staged.

The Game Boy version of this great sport tries to imitate the real thing in all areas. You get the choice of one of the five wrestlers: Mr Perfect, Ted "Million Dollar Man" Dibiase, Randy "Macho King" Savage, Hulk Hogan and The Ultimate Warrior. Whoever you choose takes on his fellow wrestlers one by one in an attempt to become the ultimate champion of the WWF. In two-player mode, you just choose a character each and beat each other up till one player gets bored with the other and decides to try out the moves for real...

Each move you successfully execute decreases your opponent's strength bar. When this reaches zero, you can pick up your oppo and knock him to the canvas. Pin him down for a count of three and you'll be awarded a fall. Either one or three falls can decide the outcome of the fight. Each wrestler also has a special move which he can execute in an attempt to inflict extra damage.

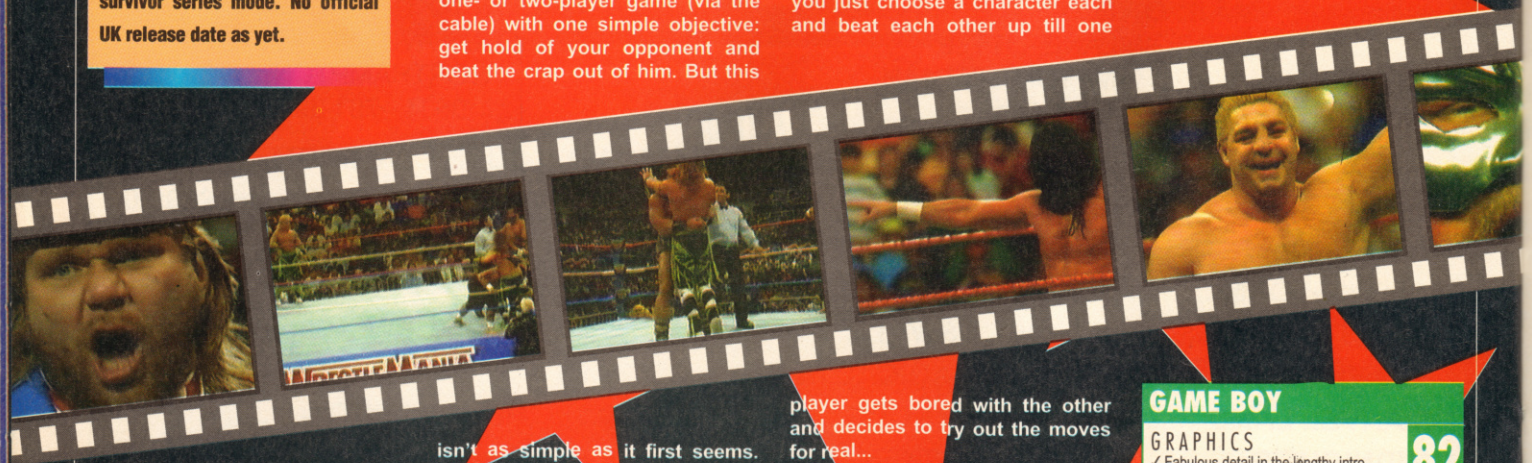
WWF features some great detailed graphics. Each fighter is clearly drawn and totally recognisable, from the Warrior's long hair to the Macho King's beard. The music is also faithful to the real-life action, with each wrestler having their own tune.

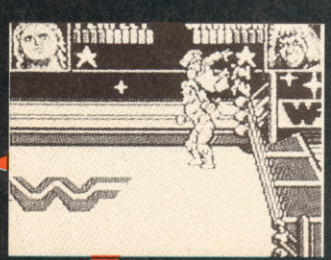


While *Hal Wrestling* was simply frantic button-pushing with little reward, *WWF* captures the whole spirit of the sport. Its attention to detail – in gameplay, visually and aurally – is admirable. But there is one major flaw to this game; it is far too easy. Completing a Nintendo game (of all games!) on my first go is not my idea of value!

WRESTLEMANIA II

Coming in the near future on the NES is *Wrestlemania Challenge*. It allows single and tag team matches, as well as a three-on-three survivor series mode. No official UK release date as yet.





GAME BOY

GRAPHICS ✓ Fabulous detail in the lengthy intro. ✓ Very clear during fight; large ring area.	82
SOUND ✓ Each fighter has his own tune. ✓ Bone cracking effects make you wince.	85
PLAYABILITY ✗ Not enough opponents; too easy. ✓ Easy to access the complex moves.	77
LJN £29.95 ● IMPORT	79

When will someone beat the Undertaker?

CHUCKIE EGG II

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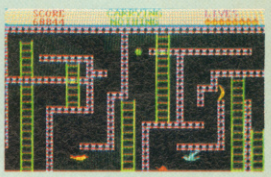

CHUCKIE EGG II
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Screen shots from Amiga Version

CHUCKIE EGG
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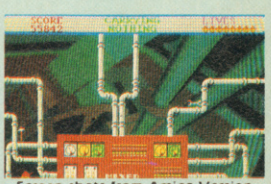

Screen shots from Amiga Version

Review of Chuckie Egg by Computer Games Week

Gameplay 90%, Grafix 85%, Overall 89%

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DRAGON CRYSTAL

Wily campaigner Robin, er, Wyles welcomes a Really Playable Game to his colour compact

Up till fairly recently, the RPG was an unknown concept on consoles. Slowly but surely this controversial genre has infiltrated the ranks of the shoot-'em-up and arcade adventure and become a welcome breath of fresh air in the Sega owner's collection. Roleplaying games have progressed far from the popularised days of *Gauntlet*. Nowadays, there's much more interaction and not so much aimless wandering.

The playing view for *Dragon Crystal* is similar to that of *Gauntlet*, using a forced 3-D perspective from above. But when you first view your character in a clearing, all is not as it seems. The trees surrounding the warrior seem to hold no exit for him. But the brave young man holds a shiny golden sword in his hand and this is his aid to freedom. In fact, this muscly character can use the sword to cut his way through the trees around him. This novel method of moving adds an extra element to the adventuring as you never know what the undergrowth (or whatever the surrounding ground is covered in) holds in store for you.

Your main objective is to find the transporter and beam yourself to the next world (isn't it strange how such a primitive person has such hi-tech equipment?). Along the way, of course, there are plenty of little gadgets and gizmos to pick up which add and increase all manner of abilities (see Crystal Quest).

CRYSTAL QUEST

Sword – Thrown or used as a hand weapon.

Armour – Thrown or used as protection.

Scroll – Thrown or used to talk with creatures.

Rod – Thrown or can deplete enemies' HPs.

Potion – Thrown or used to revitalise your HPs.

Ring – Thrown or used magically against monsters.

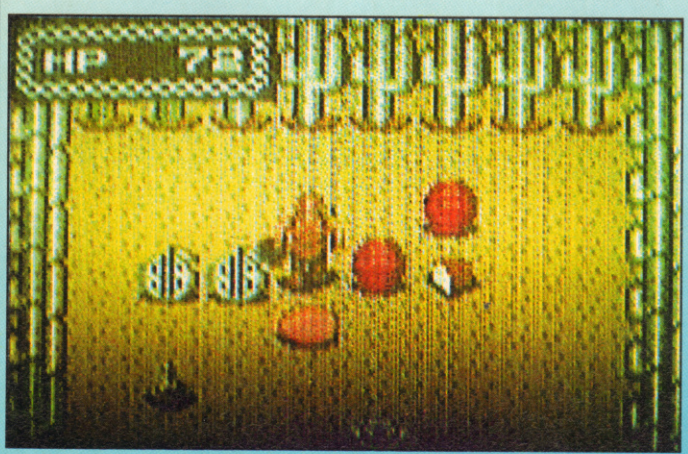
Nothing too strenuous here, only a green blob and a rolled up caterpillar. If things get tough, you can always fall back on the few lumps of bread that happen to be lying around.

As you hack through the foliage, you'll eventually come across a gaggle of gruesome mutants. It is possible to pass them without killing them, although you get so much aggro that you might as well deal with them all. Battles with the big guys are executed using the familiar RPG method of attack rounds. At the start of your quest, you are given 100 hit points (or HPs if you want the roleplaying jargon), which diminish depending on the ferocity of the creatures you encounter. A heavy battle could mean you lose a large amount of HPs, but these can be replenished by picking up the numerous chunks of food that litter the ground. Rest also gives you some "energy" back, although this can be quite slow.

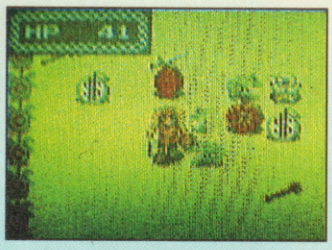
You start the game as a lowly apprentice, but your situation can be improved by picking up gold pieces. If you collect enough, you will be promoted to a new character who will have a greater number of hit points. Gold can also give you a continue option if you gain enough, making it a real incentive to hunt down.

This first RPG for the Game Gear is one of the most accessible I've seen on any format. It is incredibly easy to get into, yet has quite a bit of depth for a hand-held game.

The menus which are used to access certain objects etc are simple and quick to use. Unfortunately, the simplistic approach for the graphics doesn't work as well. The backgrounds are incredibly bland and the sprites poor representations of monsters. Even so, the gameplay holds the whole thing together. If you haven't risked an RPG before, then *Dragon Crystal* is the ideal game to start on – there's even a groovy tune!



Hmm... things not going too well here. Our apprentice is in the middle of level two and desperately trying to defend himself from the attack of the killer tomatoes!



Pick ups a-go-go! Level four, the flowery level, and things are hotting up. It's just a case of grab the goodies and run!

GAME GEAR

GRAPHICS ✗ No variety in the backgrounds. ✗ Some sprites are totally unrecognisable.	72
SOUND ✗ Effects are almost non-existent. ✓ Super tune throughout the game.	81
PLAYABILITY ✓ Random elements ensure addiction. ✓ Easy to use in all areas.	87
SEGA **£29.95 ● IMPORT**	**84**

The glass building known as Crystal Palace was destroyed by fire in 1935.

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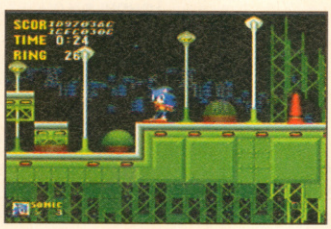
SONIC THE HEDGEHOG

RAVE

Julian Boardman tries to avoid getting run over by Sega's answer to Mario (oh, the irony!)

Those of you who have had the chance to play Sega's *Rad Mobile* coin-op may have noticed what looked like a little fluffy cat swinging in the windscreen. You probably wouldn't have taken much notice but the more astute will have recognised this character as none other than Sonic the Hedgehog. To say that young Sonic has been hyped would be like saying that the Titanic took on a bit of water. But there's a very good reason behind this. Sonic is Sega's answer to Mario and the nearest they've come to a homegrown mascot for a long time (Alex Kidd was a bit of prat to be honest).

Things aren't what they might be for Sonic. The cuddly – er, and a bit spiky – fellow has had all his mates kidnapped by an evil scientist. He's used them as pilots for a whole army of bionic insects and other creatures that he may use to take over the world. But this Sonic guy is all heart and he doesn't even think twice about using his spikes to save his cute friends, even if it could mean his departure from this world. This is one brave – albeit a tad reckless – hedgehog.

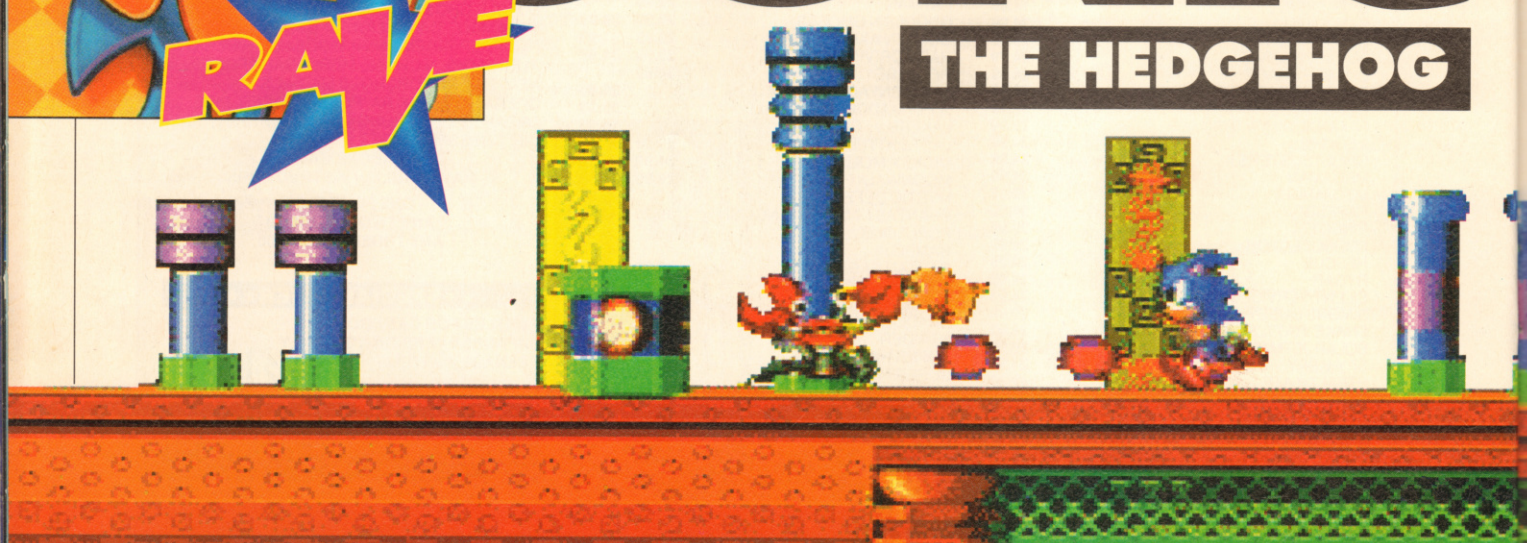


The Labyrinth Zone requires more careful jumps and considered tactics than other levels. Choose your route with care; it's not just mindless speeding on this level.

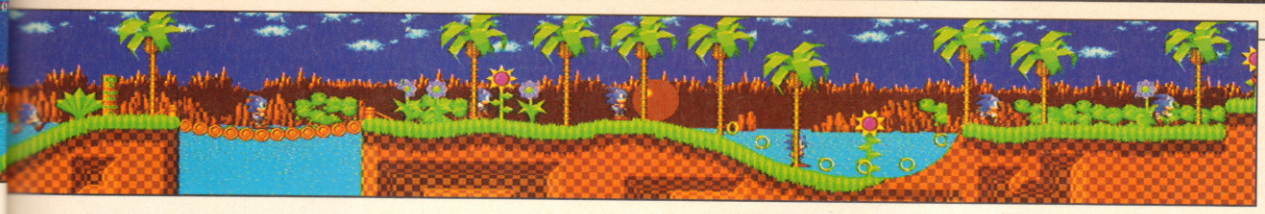
So off goes Sonic through six massive zones, each made up of three treacherous stages, collecting rings as he goes. The rings, which are dotted all over the place, give him bonus points at the end of each level and also protect him while he is carrying them. Should our noisy hedgehog friend take a hit whilst he is carrying some rings, he won't die but he will lose all the rings. He must then pick up some more quickly before he takes another hit and buys the farm.

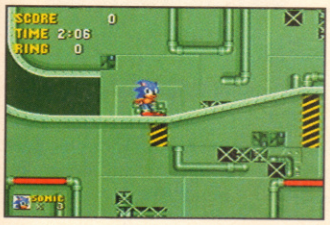
Sonic is probably the fastest creature you are ever going to come across on the Mega Drive. Even without power-ups, the spiked wonder can reach ridiculous speeds. Should he hit a spring or find a pair of speed

This is the first level of the Green Hill Zone. The straightforward route is fairly simple but once you have the hang of some techniques you will be able to take more adventurous routes. Experienced players will venture above and below to find extra rings, and subsequently gain a larger bonus at the end. One word of warning: beware of the bridges. If you are not careful, a vicious piranha will leap from the water beneath and Sonic's life could be curtailed.



Q: Why did the hedgehog cross the road?





Sonic has made it to the end of the first stage of the first level, the Green Hill Zone. It is a fairly simple level that gently introduces you to the techniques required in the game. But it's no push-over, so don't get complacent.

boots it will take some lightning reflexes and more than a spot of luck to stop him ending up in some uncharted part of the level that you have never seen before.

That's one aspect of the game that you may not notice initially, the sheer size of the levels. First of all you will probably take the straightforward route, but there is always another route to be found above or beneath you. Lord knows what manner of bonuses and secret rooms you may find on your travels, they just keep popping up all over the place. While you are exploring, though, you have to watch out for the many traps that the evil scientist has laid for you. Not to mention the masses of bionic creatures that you will meet as they attempt to kill you, even though it is you that is trying to save them in the long run!

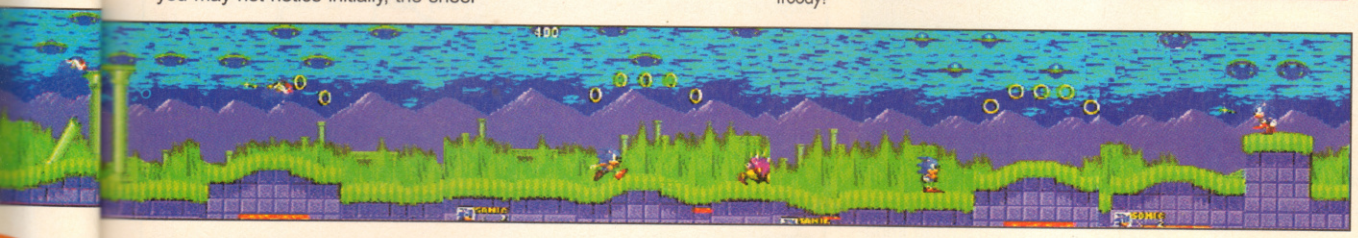
What makes for the fun is that it is all just high-paced running and jumping. There's no shooting or exploding, just that manic, out of control oh-my-God-where-am-I-going-now? feeling that you get when you run flat out down the side of a hill in the naive assumption that the path to safety will be a clear one.

The trick is to try to combine enough skill to be able speed along and remember when to jump to pick up bonuses *and* when to turn into a whirling dervish of spikes to leap onto the mechanical creatures and save your buddies trapped within their metallic skin. Although you

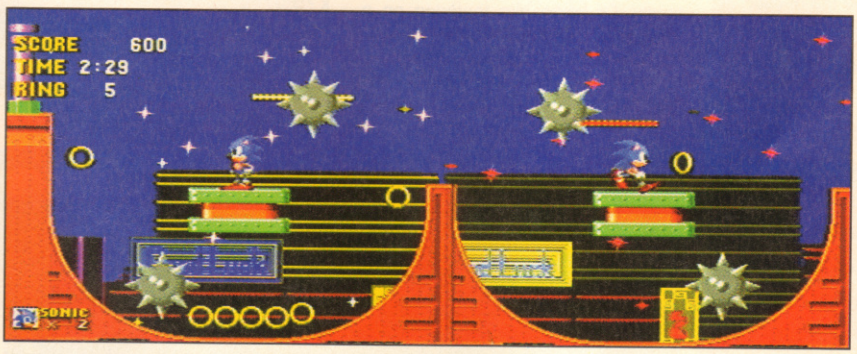
The beginning of the Marble Zone pits you against a metallic wasp and a spiked crab. The latter cannot be taken from above, so just avoid him. Check out that classical backdrop – froody!

MEGA HOG

- **The latin name for the hedgehog genus is, in fact, Erinaceus.**
- **Leaving milk for a friendly garden hedgehog can be dangerous; it does absolutely nothing for their teeth or their coat or their general health. They will also become lazy. They are much better if left to forage for snails and the like.**
- **Most hedgehogs are infested with every type of flea you could name.**
- **The hedgehog is an insectivore native to Asia, Africa and Europe.**
- **They coat their spines with saliva (gross).**
- **In heraldry, hedgehogs are known as Herisson.**

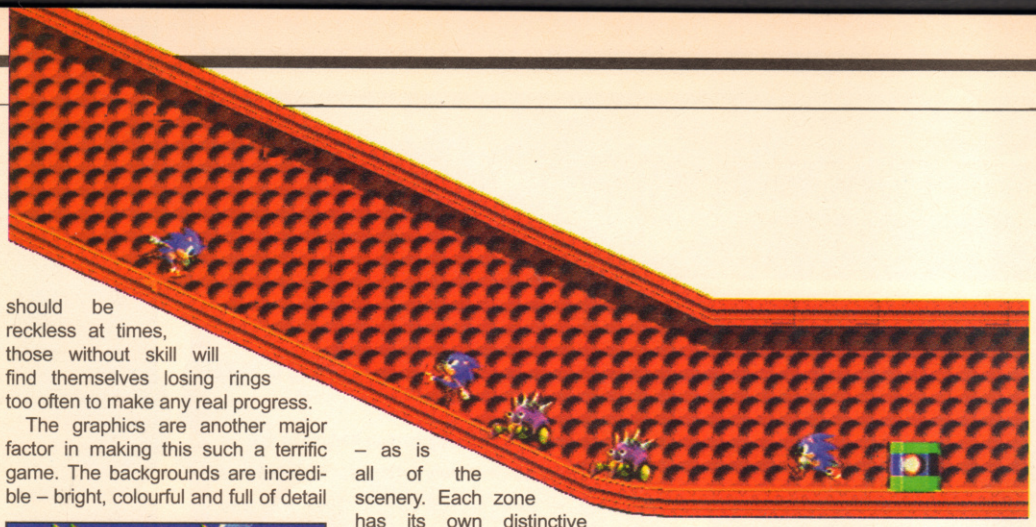


The construction site of the Starlight Zone has many moving elements that require precision timing to ensure Sonic doesn't plummet to a typically messy hedgehog death.



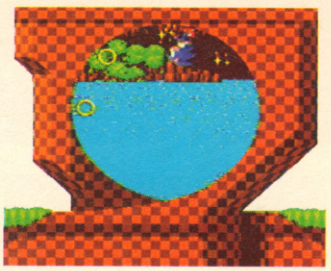
This is definitely one of the more tricky sections of the Sparkling Zone. Those large mace-like balls rotate slowly making it difficult for Sonic to collect all those rings in the bottom of the loop. Sure, he could leap across onto the platform, to the ridge of the loop and to the next platform fairly easily, but then he'd miss all those valuable rings. Decisions, decisions.

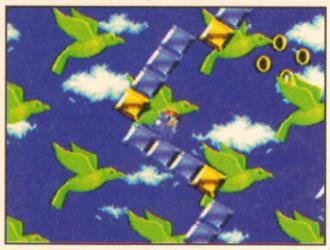
A: To show he had guts. Or...



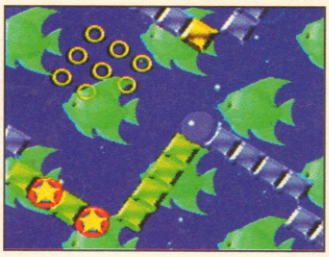
should be reckless at times, those without skill will find themselves losing rings too often to make any real progress.

The graphics are another major factor in making this such a terrific game. The backgrounds are incredible – bright, colourful and full of detail – as is all of the scenery. Each zone has its own distinctive character and feel. The amount of time and effort that must have gone into producing the graphics is quite phenomenal. Not to mention mapping and designing each of the huge zones, ensuring the high level of playability that is so obvious throughout. Even Sonic himself has his own little routines: leave him alone for a few seconds and he'll begin tapping his foot or scratching his head impatiently. Or leave him teetering on a ledge and he'll make a great performance about precariously balancing on one leg: totally unnecessary but totally brilliant. Even his determined strut as he builds up speed to his head-down no-nonsense speed-blurred sprint makes the point that this guy is not going to take any monkey business. Sega have obviously spent a lot of time and money on *Sonic* with the deliberate aim to turn the eponymous character into some kind of cult hero and mascot for Sega. The great thing about it for us is that we get possibly the most playable game yet on the Mega Drive (and we don't have to put up with any more Nintendo owners going on about that pesky plumber all the time). Now we've got our own breed of hero to wave in their faces, and this guy deserves the adoration.





The hidden bonus stage is something of a bizarre experience. The rotating framework he is trapped in has within it several rings that Sonic must collect. Sometimes he almost has to defy gravity to ensure he doesn't get lost somewhere at the wrong end of the frame.



WHICH IS BEST?

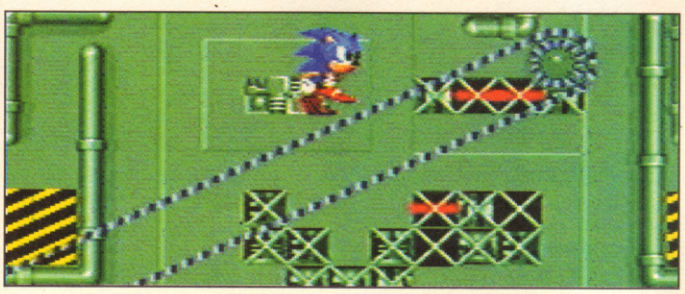
The question everyone is asking is: Is Sonic better than Mario? Well, it would only be fair to compare the latest outings of each character. *Super Mario Bros 4: Super Mario World* on the Super Famicom is undoubtedly a superb game. *Sonic the Hedgehog* on the Mega Drive seems similarly impressive. However, is would be impossible for us to compare the two till we have been playing *Sonic* for at least a month out of choice (not for *review* purposes). Anyone who is already saying that one is better than the other is either biased or prophetic. Until *Sonic* has been on general release for a month, no-one should be counting their chickens.

SONIC vs MARIO?

At the recent Consumer Electronics Show in Chicago, Sega stole much of the limelight from Nintendo's Super NES launch by setting aside a part of their stand for Sonic. This section would allow visitors to compare and contrast the mascots of the two major players in the console arena. It is a sign of Sega's confidence in Sonic that they are willing to let him be openly compared to the latest incarnation of Mario (*Mario World*) on their own stand at such a high-profile show. It is also a sign that, now both protagonists have a corporate mascot, the previously gentlemanly battle – in Europe and the States at least – is going to degenerate into an unholy battle.

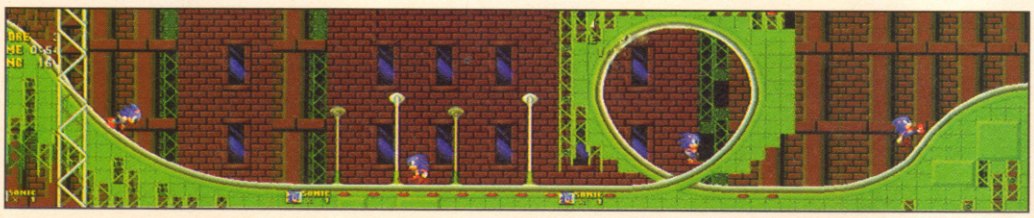
This challenge between Mario and Sonic is not the first shot that Sega have fired at the disdainful walls of Fort Nintendo. American mags are currently carrying an ad for the Game Gear that begins, "If you're still playing with Game Boy then it's time to grow up". It continues, "...[the Game Gear] makes Game Boy look like child's play". Only to conclude: "So quit kidding yourself, it's time to get into gear".

At the moment, Nintendo are probably going to rest on their laurels as the number one console supplier in the US (one in *three* homes now have a Nintendo machine). But if they're not careful, Sega might just sneak up on the rails and beat them into first place this year. This one could run and run.



The hi-tech looking, but strangely titled, Clockwork Zone pits Sonic against many a weird creature, not to mention a tortuous climb on awkwardly behaving conveyor belts.

The Star Light Zone takes place on what seems to be a construction site. Here Sonic must sprint down the slope to gain enough speed to race through the loop, up the other slope and over a small gap just off screen.



MEGA DRIVE

GRAPHICS ✓ Colourful and highly detailed backdrops. ✓ The main sprites are fabulous.	96
SOUND ✗ The tune is a little boring. ✓ Loads of cheeky effects.	82
PLAYABILITY ✓ Huge levels to explore. ✓ Action gives a high-speed high.	95
SEGA **£34.99 ● OUT AUGUST**	95

A: To see his flat mates.

'ERE PAL, DID YER KNOW THERE'S A BRAND NEW COMIC COMIN' OUT SOON?....WELL THERE IS, 'N' IT AINT LIKE YER ORDINARY PONCY CHILDRENS RAGS!
IT'S GONNA BE THE FIRST ALTERNATIVE COMIC FER KIDS!....UP TER DATE, WIV IT, HIP, COOL, WICKED ETC....'N' IT'S MEGA FUNNY, WELL IT'S BOUND TER BE COZ IT'S GOT ME INNIT!
SO YER BETTER BUY IT....OR ELSE I'LL COME ROUND 'N' PUNCH YER LIGHTS OUT....RIGHT!
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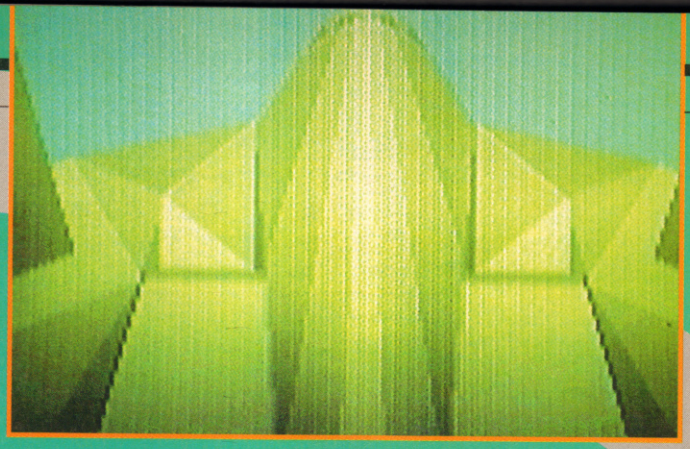


G-LOC
AIR BATTLE

Sega's spectacular spinning coin-op goes hand-held. Julian Boardman brought the sick bag

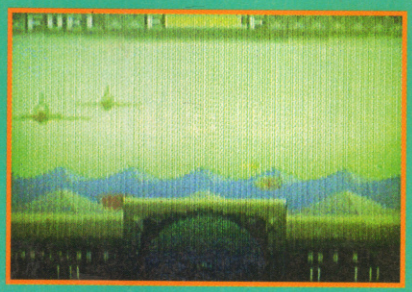
76

PLAYERS	2
STAGES	9
SKILL LEVELS	3

A tactically crucial area of land is being invaded by a fleet of warships and aircraft, not to mention several battalions of tanks. Guess what, it is all up to you to destroy every single one and save the day single-handedly, like the ace you are.

Divided into nine missions – which can be over three skill levels – the action is categorised into three tactically distinct styles. The most common is a fighter intercept and destroy mission. The number you have to destroy in the first mission is ten but it could reach nearer 40 or 50 by the end of the campaign.

Then you get the missions where you must fly low and annihilate enemy warships, whilst avoiding the unwelcome attentions of the fighters that will try to defend their precious ships. The difference here is that while you can fly any way you like to take out the planes, to reach the ships you must stay low or your missiles will not lock on.



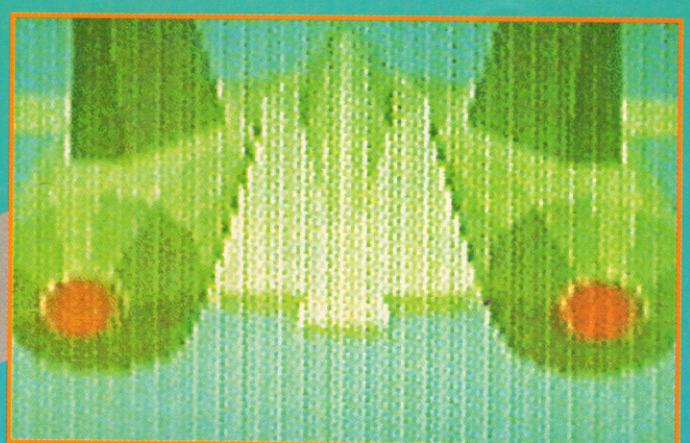
The final stage adds some real fun as you are told to take out tanks, whilst trying to avoid the enemy planes that swarm around you like bees to a honey pot. It's hard enough trying to hold the Game Gear in your sweaty palms without the thoughts of Paul Hardcastle songs and pictures of Tom Cruise's haircut going through your mind as well.

In between missions you get to spend the bonus points earned by taking out your primary objectives on items to soup up your plane. Everything imaginable is available, for a price: larger fuel tanks, better guns, more missiles, thicker armour, more sick bags, the lot.

Any of the nine missions, except the last where you demolish the enemy bases, can be accessed directly. However, if you cheat and go straight to the eighth stage, you'll suffer immeasurable embarrassment because you failed to build up all your armour and weaponry on the earlier stages. Of course, if you're totally hopeless to begin with, you won't notice much difference.

To say this game was gung-ho would be a bit of an understatement. It is all very enjoyable for the first few games, but soon becomes annoying as you get far into it, die, and find you have to start over. Anyone who doesn't build up their weaponry on the early stages is wreckless, yet the process of equipping your ship becomes very tedious after a few goes. After playing *G-Loc* for 30 minutes, I found it very difficult to persevere in order to get further into the game. No doubt this is an indication of its arcade success, where you get to swing around in Sega's R360 motorised propulsion unit (as seen on Tomorrow's World). You can pop in your 50p, have a quick blast and leave it unperturbed. Indeed, Sega's *Afterburner* achieved similar success due to its arcade cabinet, but few people actually thought the game content was up to much, as the home versions proved.

Compared to previous Game Gear releases, *G-Loc* is visually impressive, although the sound is a disappointment. If you play your games in short bursts, the frenetic action of *G-Loc* is fine. But if you're looking for a longtime companion for your Game Gear, forget it; this one won't last a month.



GAME GEAR

GRAPHICS ✗ Dull vector scenery. ✓ Fast moving sprites; no blur.	83
SOUND ✗ The tune has just three notes. ✗ Unimaginative effects poorly done.	68
PLAYABILITY ✗ Repetitive over all the stages. ✓ Ideal to pick up and play at any time.	78
SEGA £24.99 ● OUT NOW	76

75

PLAYERS	2
STAGES	4
SKILL LEVELS	3

Gary "Mason" Powell strips down to his pants, slips on some gloves and knocks the Sega for six

JAMES "BUSTER" DOUGLAS KNOCKOUT BOXING

Boxing, what a game. It is one of the few sports where those spectating would *not* like to participate. It also has the embarrassing knack of thrusting complete idiots into the limelight to make fools out of themselves. And like all great sports, the officials are a law unto themselves. (I say this knowingly after watching Chris Eubank quite undeservedly retain his world championship crown in an appalling travesty of justice.) Boxing seems the perfect sport to transfer to console: no-one gets hurt yet you still get to bash the living daylights out of some unsavoury opponent. Unfortunately, you don't get the millions of pounds that are currently given away in today's world championship contests.

Taito's coin-op on which this game is based is hardly ubiquitous in the UK, and neither is its eponymous star that well known on this side of the pond. From a reviewing perspective, this is probably ideal. There is no hype, licence etc to take into account, and thus, I feel, the favourable reviews received across the Atlantic will not be as forthcoming over here. In other words, don't get your hopes up, sports fans, this ain't no spring chicken.

There's just one minute to go and both boxers are feeling the exhaustion of the contest. It is only a matter of seconds before Dynamite Joe will be eating canvas and the ref starts jumping around like a man with ferrets in his trousers.

Besides our title character, there are four other boxers vying to become heavyweight champion of the world. Thankfully, you don't *have* to play James Douglas, you can also pick either King Jason, Fernando Gomez, Kim Nang or Dynamite Joe to do the business for you in the ring. Each fighter has his own style – as much as you can have a style in boxing – of play, so choose the one that best suits your own method of attack. For instance, if you like to run around the ring a lot and pick your punches carefully, choose someone young and tall like Kim Nang.

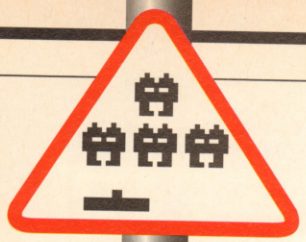
With your favourite fighter gloved up, you must choose how many rounds you wish the contest to be. Strangely, this starts at just one round, with a maximum of 12 one and a half minute rounds. Play can either be against the computer, who takes charge of one of the other boxers, versus a human opponent or in demonstration mode where the computer displays how inept and easy to beat he is.

A lovely jab to the forehead and King Jason is down. There's little hope of Jase getting up from that one – especially with the size of his ample gut.

With just four opponents, your route to becoming world champ isn't exactly a long one. Considering the capacity of the Mega Drive carts and the simple construction of a boxing game, you would have expected ten varying opponents at the very least. For £35 you'd expect a few weeks of entertainment, but all you get here is a couple of hours. The two-player mode will undoubtedly increase the cart's life, but even then players will get bored with the repetitive and thoughtless nature of the game. A great disappointment.

MEGA DRIVE

GRAPHICS ✗ Few frames of animation. ✓ Large boxer sprites contain much detail.	75
SOUND ✗ Bland title music induces sleep. ✗ No grunts or groans, just boring bangs.	64
PLAYABILITY ✗ Very poor value with only five boxers. ✓ Two-player mode holds usual attraction.	73
TAITO **£34.99 ● OUT NOW**	75



84

PLAYERS	2
STAGES	5
SKILL LEVELS	3

BURAI FIGHTER DELUXE

Les "Boy" Ellis saves the planet – if only he could get his copy in on time too...

All the Burai want is total domination of the universe. I mean, it's not like they want DIY shops open on a Sunday. But for thousands of years, their struggle has been in vain. However, their luck is about to change. The cunning Burai have designed the first robo-mutant army: half robot, half living flesh. Unlike other soldiers, though, the cyborgs have the ability to mutate and produce hundreds of other robo-soldiers.

With such power, it seems the Burai's dream of universal domination is about to come true. With your handy portable proton pack and laser cannon, you have been given the job of wiping out these space scum.

You fly through the five bases of the Burai's home planet blasting all the robo-mutants into space dust. At the end of each base you then confront super mutants, like Giganticrab, Jawsipede, Fangskull and Slimedragon.

Luckily for you, when you blow up a bad guy, he'll sometimes drop a little reward for you. Most common is cobalt, which can be accumulated to create a devastating cobalt bomb. Of course, weapons can also fall off their ships, like lasers, missiles and rings. These weapons can be powered up three times to awesome capabilities.

Burai Fighter Deluxe is one of the best shoot-'em-ups available for the Game Boy. The multi-directional scrolling and relentless attack of the aliens combine to form frenetic gameplay. A damn fine game.

MEET THE BOSS

Giganticrab (level one) – Beware of its flailing tentacles and venom.

Jawsipede (level two) – Separate on being hit leaving many opponents.

Fangskull (level three) – Fires bullets of bone; surrounded by falling platforms.

Torchwing (level four) – Attacks with spinning fireballs; avoid shooting flames.

Slimedragon (level five) – Shoots indestructible rock balls.

GAME BOY

GRAPHICS ✓ Huge multi-directional scrolling levels. ✓ The ugliest aliens on the Boy.	74
SOUND ✗ Grating effects bug you after a while. ✓ Tasteful music plays throughout.	73
PLAYABILITY ✓ Always changing and challenging. ✓ The huge levels keep you addicted.	85

NINTENDO
£19.99 ● OUT NOW **84**

87

PLAYERS	2
STAGES	N/A
SKILL LEVELS	16

THE CHESSMASTER

Les Ellis thought we said Chest Master and immediately ran off in a search of Elvira

Well I guess it had to happen eventually. Chess games have infiltrated almost every format of computer and now the consoles are coming in for the same treatment. I am not exactly the biggest fan of chess, but as Jools has trouble playing snap, I promised to give it my best shot.

The Chessmaster welcomes you to his game with a few words. Yep, that's right, words, for the Chessmaster speaks them through the Game Boy's little speaker – and jolly good they are too. The next thing to strike you is the wealth of options. It makes you wonder how they squeezed it all on one cart.

The options allow for the most comprehensive game of chess you could hope for. If you get stuck, you can ask the Chessmaster for help, take back or replay moves, or even save and load games (using a code number).

There are 16 levels of difficulty. In the first, the computer will average 60 moves in five minutes, on level 16 he takes considerably longer – although he can be hurried along with *another* option.

Every move a player makes is greeted with a brief fanfare – very impressive. If you happen to get or, more probably, receive a check or checkmate (spelled in the game as ckeckmate!) you get to hear some more speech. The two-player game allows players to partake with the use of one Game Boy, with the computer acting as referee.

Without doubt, *The Chessmaster* is a fine game in its own right. But when you consider that it's all been squeezed into a Game Boy, the game is all the more impressive. The range of difficulty – from tutorial to tough – is perfect and welcomes all types of player. A superb piece of Game Boy software.

GAME BOY

GRAPHICS ✓ Very detailed intro screen. ✓ All the pieces are clearly defined.	80
SOUND ✓ That incredible speech will amaze you. ✓ The fanfare for each move is great.	88
PLAYABILITY ✓ Many options make the game more playable. ✓ Welcoming and addictive.	88

NINTENDO
£19.99 ● OUT NOW **87**

Julian "Chess" Boardman?

PLAYERS	4
STAGES	N/A
SKILL LEVELS	2

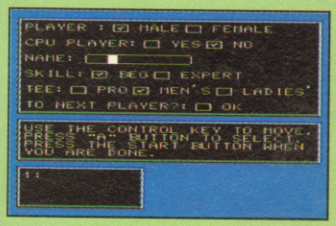
Julian Boardman pulls on his plaid plus fours, sharpens his spikes and polishes his clubs

JACK NICKLAUS'

GREATEST 18 HOLES OF MAJOR CHAMPIONSHIP GOLF

Can you stand the pressure of 18 of the most challenging holes of golf on the world pro circuit? Holes from all over the world like Muirfield, Augusta, St Andrew's, Pebble Beach (?) and Royal Lytham (just south of Blackpool)? If so then Mr J Nicklaus could have a treat for you. What ol' Jack has done is decided which are his favourite 18 holes and strung them together for your delectation.

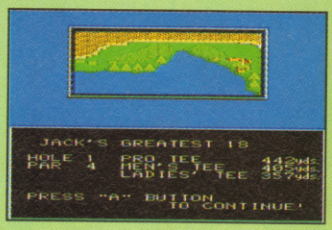
Up to four players can participate. These can be any combination of human and CPU players, of which there are eight (including big Jack himself). Scoring of the 18 holes can be of two types. The first is Stroke Play, where each player is effectively playing against the course as they attempt to make as low a score as possible over the 18 holes.



Before you get to play a round, you must set up your preferences. Here you decide which tee to play off, what sex to play with (?), and the names for the players. You can also choose your computer opponent from a library of eight top professionals.

In a Skins game each hole is worth an amount of money; typically a set amount for the first six holes then twice that for the next six etc. Whoever scores the lowest on a hole wins the money. If no player wins the hole, then the money is put into the kitty for the next hole. It is, theoretically, possible for the entire prize money to be won on the final hole.

At beginner level the computer automatically selects your club, but on expert you must choose or you could find yourself using a three wood for a 12-foot putt.



However, before any of this can be done, your player must be set up for the round. You can choose to be male or female (blokes hit further), a beginner or an expert (experts choose their own clubs), and whether to play off the women's, men's or pro's tee (the women's is closest to the pin).

Unfortunately, playing alone is something of a no-hoper. There is very little challenge in the game, even on expert level. Plus, it takes so long to update the screen between shots that the game soon gets very boring. With more than one human player, though, it starts to become a lot more fun, even better in a Skins game with the pressure mounting at the same rate as the prize money. This is definitely one to be played with friends and a few cans of bee..., er, Vimto.

To the left is the power bar. Hit button A to start it moving, again to set the power level, then as it comes back down apply the amount of hook or fade. To hit it dead straight, press A when at the bottom of the green band. The top of the screen, above the graphics, shows the position of the flag relative to you. The white dot indicates the direction you are aiming.

The central box gives the current player's name, which hole they are on, the hole's par, what stroke the player's on, distance to the flag, and current score for the round.

NES

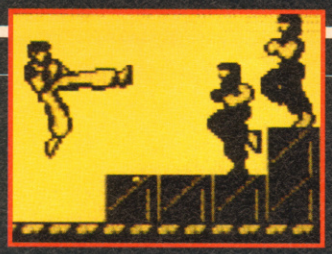
GRAPHICS	68
✗ Very slow to redraw the screen.	
✗ Simplistic representation of the courses.	
SOUND	79
✓ Tune turns off during play.	
✓ Good effects for ball landing in water or sand.	
PLAYABILITY	77
✗ Slow and unchallenging for one player.	
✓ Spirit of rivalry for multi-player games.	

KONAMI
£29.99 ● OUT NOW **76**

Jack Nicklaus is known on the pro circuit as the Golden Bear.

61

PLAYERS	1
STAGES	6
SKILL LEVELS	2
SUPPLIER	PRO GAMES



A back flip with half-twist and triple somersault should see you safely avoid the bullets.

KUNG FU MASTER

Julian Boardman tried to walk on Andrex without leaving a mark

I would just like to point out that the following scenario is nothing to do with me. I just try to cobble together something intelligible from the inlay.

There is this chap known as Super Agent Bruce Leap (yeah, I know, like I said, I just work here). He was living alone at his mountain retreat, a cedar logged dojo, for a month, rehearsing his and sharpening his martial arts technique through fasting and meditation. He was feeling the best he had ever felt but knew he had further to go. Unfortunately for him, the top secret orders he had been expecting arrived. He took the folders and broke the seal on his fate.

Bruce Leap was being ordered over the border, deep into enemy territory, across the scorching desert to face dangers and hazards he was unlikely to see in such concentration again. To make things even more dangerous he would not be able to take automatic weapons: he would have to rely entirely on his feet and his hands. Just to make things really worthwhile, he'd have to *walk* the hundreds of miles to his destination.

But what is this destination? They are the pyramidic factories of somebody called "Daddy Long Legs". In these factories he manufactures a deadly concoction of Scorpion Juice and Petrol (?), which he will no doubt use to dominate the world.

A ridiculous scenario for a ridiculous game.

At your disposal for the six levels of yawn-inducing "action" you have a punch, kick, squat kick and back flip. All this to take on enemies who wield chain-saws, barrels and swords. Now this may seem a tad one-sided, well it is, but that is what you expect from the end of level guardians. The cannon fodder that gets chucked at you throughout the level is something different entirely. On easy level you can punch your way through them with your eyes closed and a twitch in your thumb. But then go to the hard level – no medium – and it is suddenly nigh on impossible to get to the end of a level. Assuming, of course, you can be bothered because the gameplay is so formularised that even the ageing *Double Dragon* has more to offer. The sound's pretty good, as are the graphics, but the snooze-worthy gameplay just doesn't come up to standard. Don't even bother.

GAME BOY

GRAPHICS ✗ Suffers from Boy blur. ✓ High level of detail in the sprites.	82
SOUND ✗ Not enough effects. ✓ Thumping soundtrack.	79
PLAYABILITY ✗ Repetitive and unoriginal. ✗ Difficulty set to opposite extremes.	56
IREM **£29.95 ● IMPORT**	**61**

WHAT DO POINTS MAKE?

Throughout the game Brucie will come across some more severe enemies than the average annoying bad guy, but not as hard as the bosses. Killing these chaps will generally give you one of these four power-ups to pick up.

Oil potion – Found in a bottle, it will replenish one unit on Brucie's five-unit power bar.

Heart – Should he be lucky enough to come across one of these, it will replenish Brucie's entire power bar. Unfortunately these are little like policemen, always there when you don't want them and never there when you need them.

CIA medal – This one is a real Brucie Bonus. Each one of these that he collects will give Bruce an extra life.

Bomb – Damn useful weapon this, but only one can be carried at a time.

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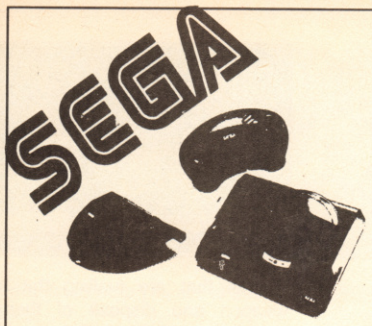
AT



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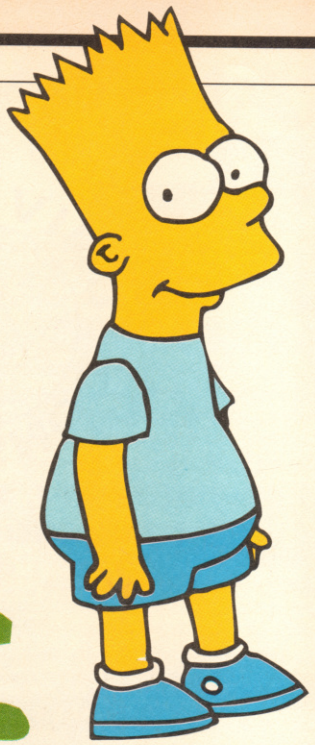
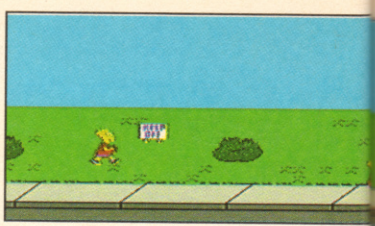


THE SIMPSONS

BART VS. THE SPACE MUTANTS



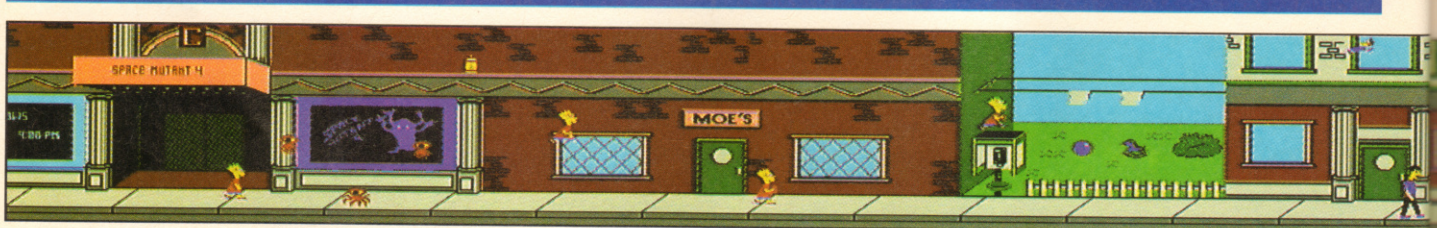
Bart Simpson is the stereotypical American school kid: never does his homework, detests school, loves getting rad on his skateboard, and just tries to enjoy himself.

Late one night, after sneaking outside to try his cool x-ray glasses, Bart stumbled upon an alien craft. *Cowabunga*, he thought, as he watched jelly-like forms ooze into Springfield's main park area. Being an inquisitive teenager, Bart listened closely to what the aliens had to say. It transpires that, just like in Invasion of the Body Snatchers, the visitors plan to take over the bodies of the inhabitants of Springfield. Also, by obtaining certain objects in the town, the invaders hope to build a weapon that will aid them in their quest to take over the planet.

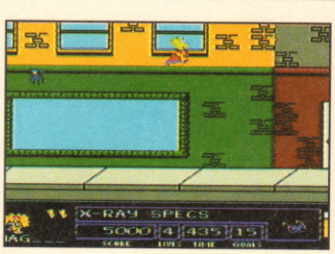
Bart immediately runs home and tells his parents, Marge and Homer Simpson, of the aliens' plans. Not surprisingly, they take his story with a pinch of salt and send him to bed. It seems that Bart, with the aid of his x-ray specs, is the only one who is able to see the aliens. By proving the aliens' existence, Bart hopes to recruit the help of his family and save the world from disaster.

There are five huge levels that Bart has to clear up and expose in order to halt the invasion. As the game unfolds, the pre-level information screens show what you have to accomplish. The first level takes place on the streets of Springfield, with such sites as the cinema, old folks' home and Moe's Tavern. Along the level, you must find all the purple objects that are fuelling the alien weapon and dispose of them in some way. Whatever happens, Bart musn't allow the aliens to see their purple colour.

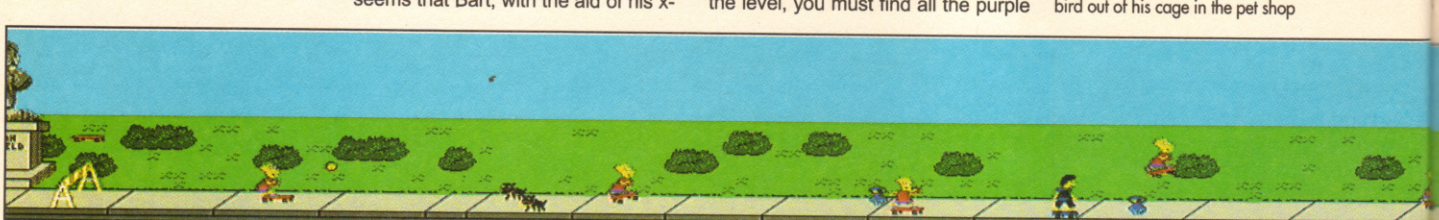
Most of the objects can be sprayed with Bart's spray can, however, some objects are far too large or out of reach for this. By entering shops along the town's main road, Bart can purchase special objects to help him. Also on his route, Bart will encounter the residents of Springfield. Of course, some of them are already possessed by the alien force but are only visible when Bart puts his x-ray glasses on. If someone does appear to be alien (ie, with snakes etc coming of their head), Bart must jump on them. When he does, they will vanish and relinquish a letter for one of the names of a member in The Simpsons family. (Eg, Maggie appears on the first level.) If all the letters are collected,



Radical underachiever, Les Ellis, does the Bartman as he paints the town red



Here in the Novelty Shop, they sell cherry bombs and rockets. The rockets are essential to finishing the first level so make sure you stock up on them. The cherry bomb is used to let the bird out of his cage in the pet shop



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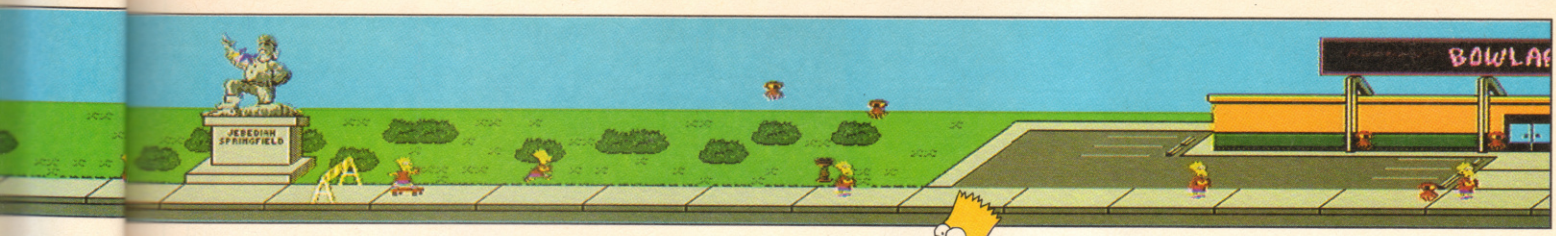


this person will help you at the end of the level.

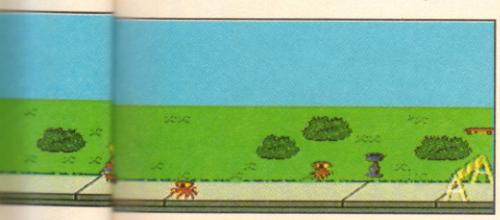
After being defeated in the streets, on level two the aliens modify their weapon so that it can use hats for power. Bart has to travel through the shopping mall collecting all the hats

Bart does his best to paint the town red. The cinema is showing his fave film of all-time, Space Mutants 4 ("Wow, man."). Pity young Bart is too busy to go to watch it. The cinema's sign is purple so jump up and spray it. The aliens are easy to avoid here as you can run straight under them.

he can find. If people happen to be wearing them at the time, it's just tough luck.

Balloons are the alien's ingredients for the next level, so Bart must go to the Krustyland Amusement Park. Balloons are floating all over the place and Bart must get rid of them by either grabbing or shooting them. Shooting them is easier, but first Bart has to find his trusty sling-shot.

Level four takes our local hero into the Springfield Museum of Natural History. This time our little green friends are after the exit signs. By touching the signs, Bart collects them. The problem on this level is that some signs are hard to reach. Dart guns lie around the floors of the museum, but be careful in your search for them for the museum is equipped with a laser alarm system.



MOST OBJECTIONABLE

Whistle – Buy it in the toy shop; use it to call the dog.

Magnet – Attracts metal, no use on level one.

Wrench – Loosens the nuts on fire hydrants.

Cherry Bombs – Opens up the bird cage on level one.

Sun glasses – Used to suss out the aliens from the normal working Joes.

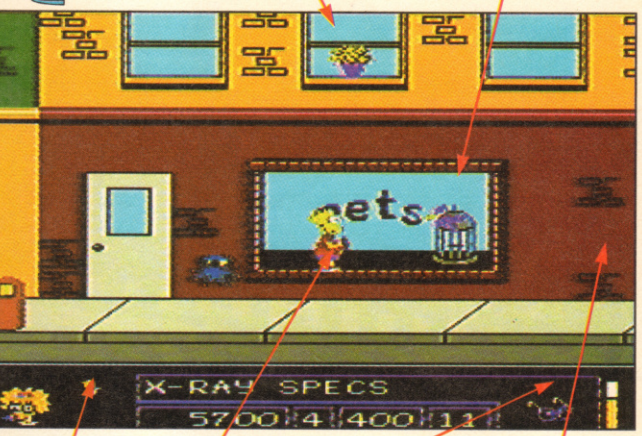
Rockets – Take out high objects on level one.

Key – Allows access to places like the house.

The final level takes Bart to Springfield Nuclear Power Plant. There are no more members of the family to rescue now, just the nuclear

Young Bart was trying out his radical x-ray specs, probably at the all-girls school down the road, when suddenly he saw the aliens landing in Springfield. But when he tells his parents they don't believe him – oh no!

rods that the mutants are trying to steal for use in their weapon. The rest of The Simpsons are prowling around parts of the plant, and will help Bart if he can prove himself to them. The last level is the biggest of the game, and takes you all around the massive power plant by using elevators and stairs.



To get the flower pots on the window ledges, you'll have to jump on the door, back across to the top of the main window, then jump and spray from there.

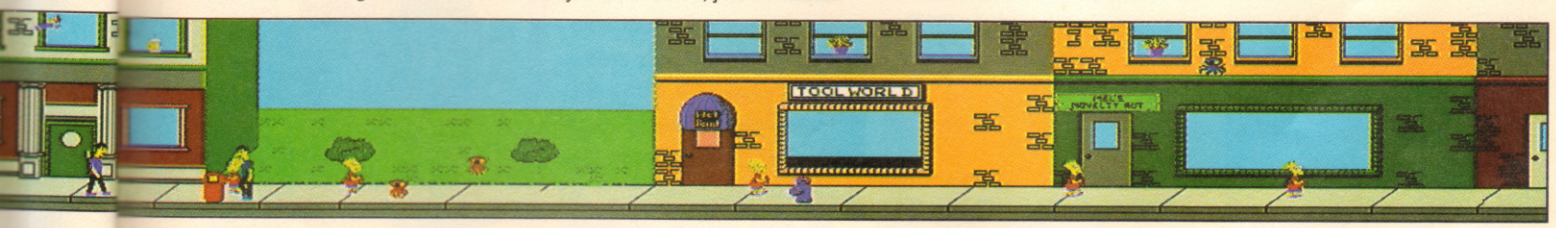
The bird cage: dropping a cherry bomb will scare the purple bird out of its cage.

The number of objects you have to get rid of to finish the level.

The charismatic Bart with spray can in hand.

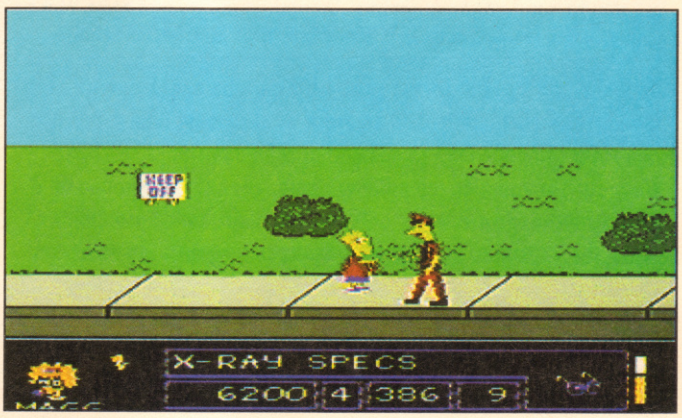
The current object Bart is using. In this case he has his x-ray specs at the ready.

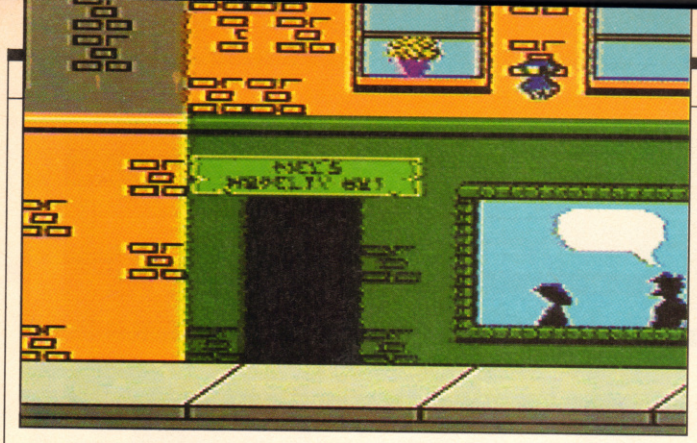
By jumping on aliens, you will reveal letters to make up the name of a family member who will help you against the baddies.



Although the Simpsons name alone will sell this game in its tens of thousands, it's refreshing to see a game that is more than worthy of its licence. Acclaim could have quite easily churned out some rubbishy

This bad tempered postie will probably feel a lot better if you spray that boring purple uniform a nice shade of red. Just make sure he doesn't touch you while you are spraying him, though. This leaves just nine objects left, but where are they all?





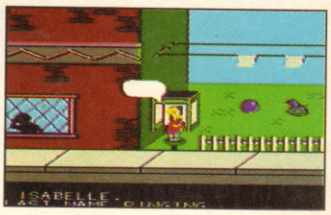
Toys 'N' Stuff isn't exactly Toys R Us. The whistle attracts the dog that may come in useful later on. Bart has nine coins left to spend on items. Coins are hidden in bushes and are revealed by jumping near them. Be careful because some bushes hide wasps that aren't too pleased at being disturbed.

programme; funny, clever, thought provoking, and above all entertaining.

The structure of the game is superb. From the outset, you are intrigued as to Bart's situation, and how you can help him. You'll breeze through the first few items of level one, but then find that thought and strategy have to be implemented. However, this doesn't get boring because Bart is such a charismatic

game and still got decent sales. Admittedly, Nintendo wouldn't allow that; remember, the Nintendo versions of *Turtles* were the only good ones...

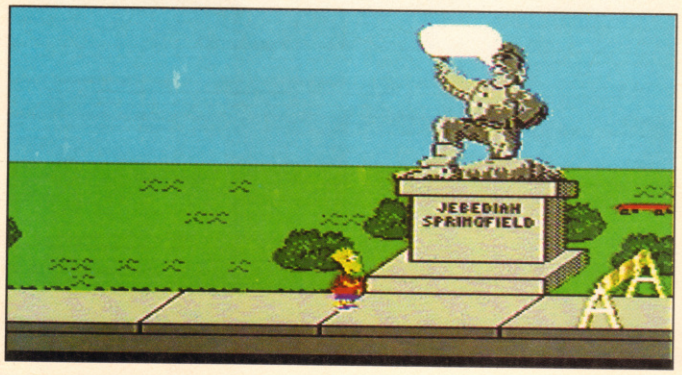
The game captures all the superb elements of the cartoon series. It puts Bart in the TV series environment, and includes all your favourite characters from the show. Unlike most TV/movie licences, *The Simpsons* doesn't create some strange environment and make stages out of one scene in the programme/film (like *RoboCop* etc do). Playing the game is like watching the



What else could a phone box be used for than to make a hoax phone call to Moe's Tavern. Bart tries out a variety of names to wind the barman up; Isabelle Ringing and IM Adope are a couple. It's these unnecessary features that make *The Simpsons* a delight to play. The washing on the line to your right can be used to cover the purple objects in the background below.

Bart uses his x-ray glasses by Moe's Tavern and sees that this seemingly innocent citizen of Springfield has been possessed by the mutants. The Medusa haircut reveals this guy's secret. If you jump on his head, he will dart back off into outer space and leave you a letter. Collect this to spell out a family member's name.

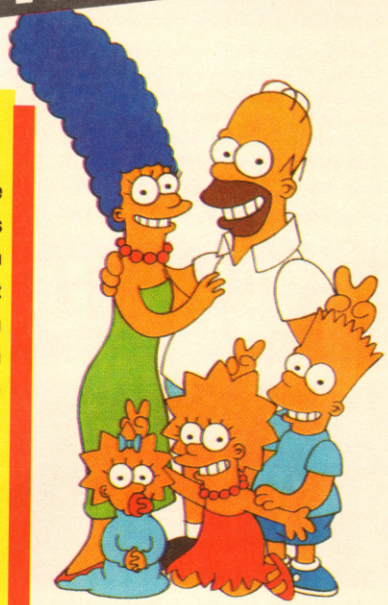
That bird on the statue of Jebediah Springfield, the town's bear-wrestling founder, looks like it needs a rocket. When you waste the bird, Jebediah will give you some advice. Work out what it means and you'll be laughing.



WHO THE HELL IS BART SIMPSON?

It can't be very often that the life of a young American boy touches the hearts of a nation. But when Bartholomew J Simpson first appeared on Fox Television in March 1990, the lad, along with his Nuclear Age family, were destined for world-wide acclaim. Within months, the British satellite company Sky signed up The Simpsons. In February of 1991, The Simpsons (screened on Sky One every Thursday and Sunday) became the first satellite programme in Europe to receive over one million viewers.

Bart's meteoric leap to fame was helped by a comprehensive merchandising campaign. Books, cups, lunchboxes, masks, records... The whole bandwagon steamed along at a frightening pace, leaving the likes of The Wonder Years and The Cosby Show in its wake. Little did artist Matt Groening realise that when he created The Simpsons, he created a family of the future for the family of today.



star. The sound is similarly inspired by the TV show. It includes sampled speech of some person (not Bart, though) saying "Eat my shorts!" and an acceptable version of Danny Elfman's soundtrack.

By all accounts, *The Simpsons* could become as popular as *Mario*.

NES

GRAPHICS ✓ Many locations from the TV series. ✓ All characters recognisable and colourful.	92
SOUND ✗ Simple SFX add little to the game. ✓ Many tunes and samples from the show.	86
PLAYABILITY ✓ Difficulty setting is perfect. ✓ Most addictive NES game since *Super Sprint*.	95
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HACKS & STACKS

Yeeeow! Get stuck in, dudes, to the most exclusive, fact-packed collection of tricks, tactics, playing guides and underhand dodges for every console in the world! You'll find over 60 games – crammed into an astonishing eight pages – bruised and busted for the Atari Lynx, Game Boy, Game Gear, Master System, Mega Drive, NES, PC Engine and Super Famicom.

On each page you'll find a strip of tips up the side covering one specific console. These tricks will generally provide you with infinite lives, unlimited energy, level skips and so on –the short but sweet cheats. Scattered throughout the eight pages are major solutions for some of the biggest games around. Solutions will get you from the beginning to the end of a game or help you past those tricky sections. If you're stuck on a console game, there's only one place to go. RAZE: first with the tips every month!

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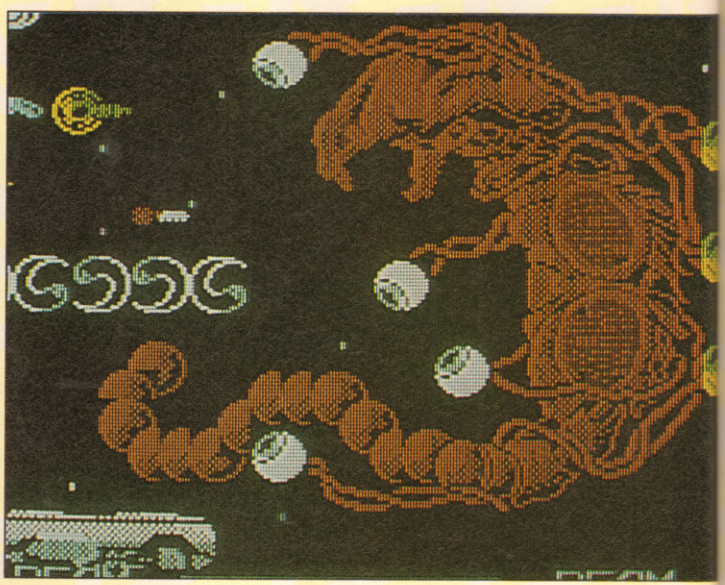
Master System

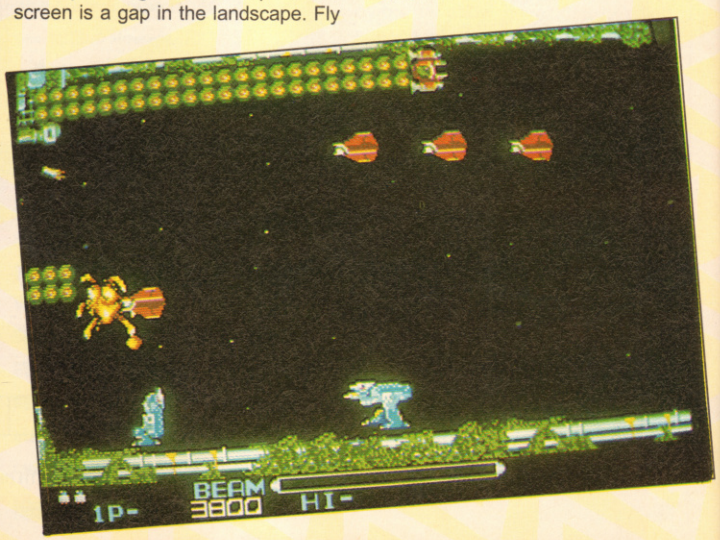


● Before switching on the machine put both joypads in and hold control pad one DOWN-RIGHT, hold control pad two UP-LEFT and hold down button I. While holding this lot, switch on the Sega (you might need a friend to do this) and keep everything pressed until the *R-Type* logo appears. Now start a game and you will be invincible.

● At the end of level four, you will reach a screen packed from top to bottom with green dots. About halfway through at the top of the screen is a gap in the landscape. Fly up and go into it and you're transported to a bonus level.

● On the continue screen, after the Game Over message, a countdown starts. At this time rotate the directional pad anti-clockwise until the countdown stops. Release the directional pad and you will enter a sound test. To change sounds, rotate the directional pad right to left and push button I. There are 17 sounds.

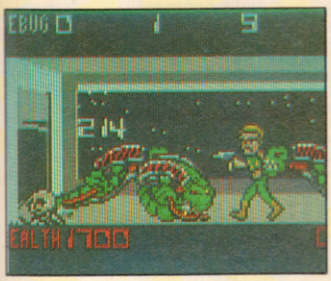
● The second continue mode will allow between 10 and 12 continues. When you have died three times and the continue screen appears, rotate the directional pad of control pad one clockwise as quickly you as you can. The number you receive depends on the speed of the pad's rotation.



XENOPHOBE

Atari Lynx

● Keep your health up by picking up potions, pails and mugs.
● The best weapon in terms of distance and power is the electrogun.
● Crawling is the best offensive and defensive position because it keeps



you level with most of the Xenos and protects you from the gaze of the Festors. To deal with a Festor, crawl up to it and raise your gun. Don't stand up!
● To deal with a Rollerbaby either push it to the end of a room with shots and throw a grenade at it or wait until it rolls to a stop. When it stops, it will open up and you can shoot it.
● Pick up all objects. Everything in your inventory is worth 1000 points at the end of each level; junk items can really add to your score.
● A disk can be used to activate the ship's transporter system. Stand in front of the screen which is next to the Xeno percentage report. Only use it in emergencies as it may zap you into a room crammed with Xenos.
● If you see spit flying through a doorway, Snotterpillers are in the next room.
● For most of the levels, it's a good idea not to self-destruct since you will receive health points if you complete them.
● A comlink is a must since it will allow you to keep up to date on how many Xenos are left. When you get the Xenos down to 5% just sit tight since the remaining ones start blowing up on their own.

Level 1: easy!

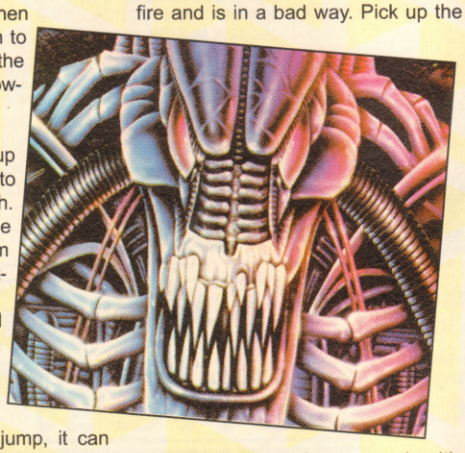
Levels 2, 9, 16: pick up any fluids you can find to build up your health. Move through the grenade machine room quickly or you'll get blasted.

Levels 3, 10, 17: you'll find a handy comlink here. Don't mess with the fiery pit which is located on the lowest floor. If you miss your jump, it can mess you up pretty bad. If you have a jet pack on the later editions of this level, fly over it.

Levels 4, 11, 18: along with the elevators, there are also holes which connect the floors. After you find a jetpack, you can use these to get from floor to floor a lot faster. If you still have Xenos to kill even after you've swept through all four levels, re-check floor number three... some of the Xenos fall through the holes above.

Levels 5, 12, 19: your first objective is to find the security card. Until you find this, and reprogram the security droids via security central on the first floor, you're fair game for their lasers. After you find the key you may open up the holding area. Toss grenades through the open door to help eliminate the tons of Snotterpillers that are hiding within.

Levels 6, 13, 20: this station is on fire and is in a bad way. Pick up the



water pails to perk up your health. Use a fire extinguisher to clear a way down to the second floor where, incidentally, the self-destruct is located. After you clear some fires, go back and get your electrogun to deal with any Xeno threats. Ensure you have your gun with you when the destruct goes off or you'll be forced to start the next level with a puffer gun.

Level 7, 14, 21: it's a small station, but it's a Xenofest! Use your grenades strategically (mostly on big congregations of Snotterpillars and Rollerbabies).

Level 8, 15, 22: this is a big station with no elevators and travel is only possible with a jet pack via floor holes. The main type of Xenos are the Festors. While you can hover and blast them, it can be dangerous. If they hit you with an egg, you'll fall and you may lose your gun. It's best to head for the lowest floor and destruct the place.

Level 23: Xenoworld. Be sure to have some grenades for the Snotter hordes. Crawl behind the huge Xeno mother and blast her. Voila!

BALLOON KID

Game Boy

The mysterious P Butler (is there no first name or is that what he does?) has sent in a guide to killing the end of level bosses.

★ To kill the wolf at the end of level two, drop all your balloons then wait for the wolf to start moving. Jump from the platform onto its head (it's easier if the wolf is in the middle of the screen). You should bounce back onto the platform. Repeat this twice. Take care as the screen automatically starts to move once the wolf has jumped away.
★ When you get to the fish at the end of level four, you have to drop all your balloons again. When the fish jumps out of the water jump on his head and you will be bounced back onto the platform. Again, try to do this in the middle of the screen. Repeat it twice. If you are on the right platform when the fish has been killed quickly blow up a balloon.
★ The snowman on level six is slightly different. Drop your balloons and go to the edge of the screen. When the snowman is almost next to you, jump over him. Wait until he has just thrown an ice cube and jump over it onto his head. Repeat this twice.
★ At the end of level eight when you come across the robot, drop all your balloons. When he has fired the sparks, jump on his head, they will now fly over your head. Repeat this four times.

NES BUSTERS

DOUBLE DRAGON

Danny Winchester from Beaconsfield writes. When the Game Over appears press UP, RIGHT, DOWN, LEFT, A and then B. You will now be able to continue.

WIZARDS & WARRIORS

Waasif Chaudry of Luton says if you blow the horn, the secret entrances to hidden rooms will be revealed.

SOLOMON'S KEY

Extra life, perhaps? On level three create a block in the top right-hand corner and then destroy it. An extra life will appear. Later on, if you touch one of the three jewels of Dana's wand, it will turn into a blue object giving you a fireball.

TROJAN

Emma Winchester (brother of the aforementioned Danny in fact!) reveals a neat continue option. When you die, press UP and START simultaneously and you will continue where you left off.

SUPER MARIO BROS

It's old, I know, but there are still some people who aren't aware of all the cheats etc on *SMB*. Jamie Cooper wrote in to say when you get to the end of one of the levels there is a wall with a flag post. If you stop at the top of the wall, press B, RIGHT and JUMP to get to the top of the post and receive 5,000 points.

A couple more tips come from Richard Wainwright. After you die press SELECT and A. As soon as the words Game Over come off the screen, press START and you will continue. To get extra lives on World 3, get to the end when two turtles come down the long steps. Jump on the left-hand side of the last one and your lives counter will increase.

Tips and cheats are the bare NESessities of Nintendo gaming. If you can help out fellow Nessies, send your hairy hints into *Narly Nintendo, RAZE, Unit 3, 7 Back Street, Trowbridge, Wiltshire BA14 8LH.*

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MASTER SYSTEM BUSTERS

VIGILANTE

To access any level, push the joypad UP-LEFT and push buttons 1 and 2 simultaneously. You will now be in the level select screen.

TENNIS ACE

To get to the last match enter this password: NKOF VVLG LKGS FCKK.

GHOSTBUSTERS

Enter you initials as AA then your account number as 1173468723. All being well you should now have $1,975,800.

ACTION FIGHTER

To begin the game with the car, A, B, C, and D collected, and super invincibility against enemy bullets, enter the password SPECIAL. (including the full stop).
To begin with the car, A, B, C, D already collected, and three extra lives, enter the password DOKI_PEN. This will also give you some special qualities.

DOUBLE DRAGON

If you manage to get to the beginning of level four, jump about 40 to 50 times to receive infinite lives.

BLACK BELT

Select the one-player game but just before the game starts press RESET. When the game restarts you will have infinite lives.

ENDURO RACER

To jump levels press UP, DOWN, LEFT, RIGHT on the title screen. You will then go into a level select screen.

THUNDER BLADE

When approaching the level fortress, move up to either top corner and hover there. The fortress should now blow up without you touching it.
In the second half of stage one, you can dodge the tanks' missiles by moving in an anti-clockwise direction around the edge of the screen. Don't stop firing, though, points mean prizes!

KENSEIDEN

Climb to the top of the Buddha on level one. If you carry on going upwards you will enter a secret room.

SHINOBI

Wait for the face of the ninja to appear, then press DOWN and button 2. The screen will go blank for a second followed by a level selection screen.

WONDER BOY III

Type in the password WE5T ONE, leaving the rest of the spaces blank. When the game starts you will have every weapon and piece of armour you could wish for and an inexhaustible amount of money.

SPELLCASTER

To get the x-ray glasses you have to go through one hell of a rigmarole. First talk to Midori's grandfather, then go outside and point at the boat house. Now go inside the boat house and look around. Once you've done that, talk to the grandfather again. He will now tell you about the x-ray glasses which will be in the boat house when you return to it.

ALTERED BEAST

To begin the game with five life bars instead of the usual three press buttons 1 and 2 and UP-LEFT on the title screen.

SPY vs SPY

Go to the options screen and select the airport to appear from the start. Find the airport room, seal it off with traps and wait in an adjoining room. Your opponent will now find all the goodies, but will sadly (for him - ha, ha) kill himself when he tries to get to the airport. When you see he's died, go to the room he was in, pick up the items and jump on the plane.

Mastered any games recently? Tell the world your secrets by sending your cheats, meats, seats and teats to *Sega City, RAZE, Unit 3, 7 Back Street, Trowbridge, Wiltshire BA14 8LH.* Keep bustin'

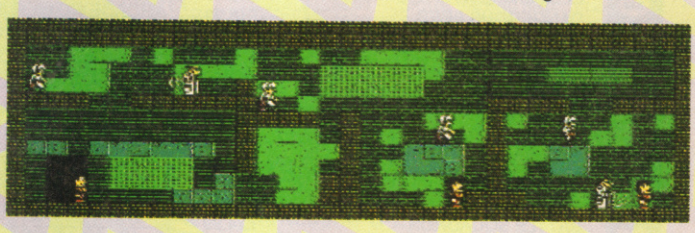
RAD GRAVITY

NES

These fabbo maps of the first two levels should help any trendy space explorer. There's even some crucial tips to ease his quest.

CYBERIA

This world is the first you will come across but it is essential to your mission because it is where you are going to find many passwords and the information you'll need to travel to other worlds.

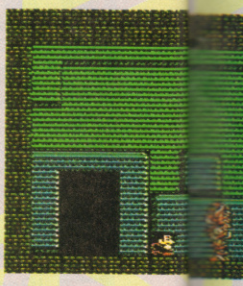


You start on the surface of the planet and have to travel to the far left of the screen using the platforms to help you. If any of the mad scientists get in the way, zap them with your light sabre. You will see a dark opening to the left of the screen, go to it and press up. You are now in another part of the planet that just happens to look much the same.

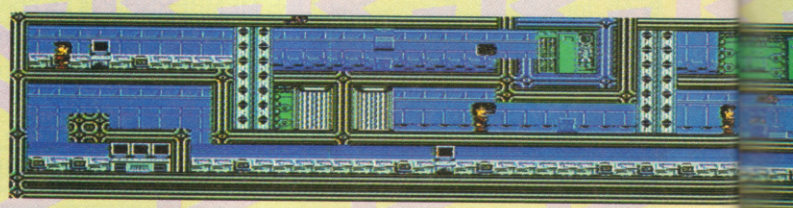
Travel to the far left to find another exit. If you can avoid the mad scientists that aren't moonwalking then do so as they are quite awkward to kill off. There is a short planet surface stage to go through before you get to the last stage. Here you have to go to the right, watch out for the scientists' spinning arms as they will take lots of energy.

At the end of this stage is an energy icon that you must pick up. After you have this bar you have to go back to where you entered this screen and go through the door. Then walk to the left of the screen, take care with the red robots as they take four or five shots to kill. A doorway on the left will lead you to the final part of this level. Go to the right and you will come across a teleport, enter this to be warped to the inner sanctum.

Beside you as you start is a computer; walk into it and it will give you some vital clues as to what to do in this part of the game. Go right and you will find a laser gun, this is a much better weapon than your light sabre. Go back to the left and down the ladder to the teleport machine. Go left and up the next ladder. Take care to waste the big robots and the sentries as soon as they appear. When two appear at the same time, wait till one of them fires and then duck. The bullet will fly over your head and destroy the other robot. Jump the single gap and enter the teleport machine. Continue right, and go up the steps. Go down the ladder and take the first teleport to the right.

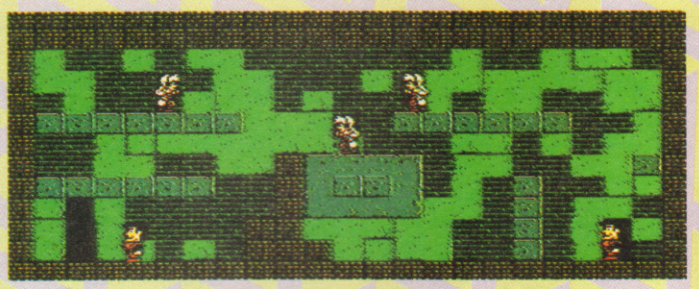


Go right along the top of the level and pick up the energy bar. Now go to the six computers piled on top of each other, then on into the teleport. This will take you inside the computer. In here you have to go left shooting anything that moves and avoid-



ing the laser beams. When you get to the double laser with a ball between them, shoot the ball. If you shoot all three of these they will turn the lasers off. Then go to the teleport at the far left.

Now walk left into the computer, get the message and continue left until you come across a teleport. Now walk left again touching all the computers you come across, go down to touch the last three and then teleport back to the ship. Remember that whatever happens, if you die, teleport back to the ship



while you are flashing. It's better to start a level again than to lose a life.

EFFLUVIA

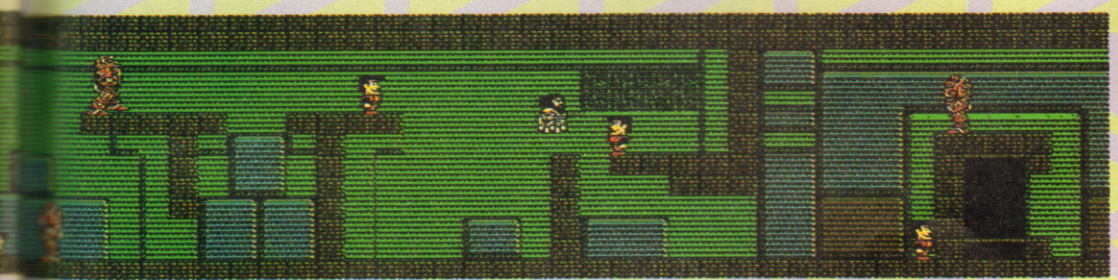
Effluvia is the scrapyard world where all the scrap in the galaxy goes – not to die but to trap unwary space travellers such as Rad. This is where the mad scientists have taken the computer they stole from your ship, and they intend to turn it into a mutated evil machine.

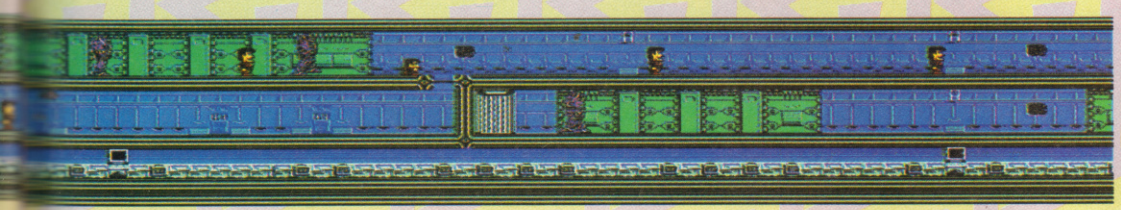
The first thing to do is make sure you are armed with the laser pistol, the light sabre is of no use here. The rescue is just a case of jumping over pools of fire until you reach the men with your machine. For those jumps that seem very long with a small target just jump at maximum speed and as you are about to land press the pad lightly in the opposite direction, this should see you right. Watch out for the flying monsters. If they grab you, they will try to drag you into one of the fire pools. You can't shoot them. To get rid of them once they have a hold of you, jump under a platform and ram them against it. Also, the droplets of acid are extremely dangerous but can be shot to avoid them hitting you.

When jumping on the bubbles make sure you keep jumping up or else they will sink, taking you with them! When you come to any cogs and wheels, shoot them in them middle by doing a small jump and shooting simultaneously. This will stop all the moving platforms from moving.

At the end just pick up your computer and get out of there by teleporting back to your ship. Look carefully at some of the smaller pools of fire as some may be hiding energy bars or other useful objects.

It is in this section that you will have to use the teleport back to your ship a lot. Every time you mistime a jump and end up in the fire, immediately press start and choose the communicator to teleport out of trouble. It means you have to restart the level but at least you won't lose your life. Above all, stay cool, Rad!





GAME BOY BUSTERS

GODZILLA

Dave Hewitt from Edinburgh sent in a sound test select. Hold down all the buttons, resetting the machine. Do this again and you'll enter the hidden screen.

BUBBLE BOBBLE

David McAteer from Preston has been bubbling away and found this. When you die and are prompted to continue, pressing LEFT or RIGHT on the joypad lets you select any level up to the level you died on. Incidentally, the password for level 100 is KGLD.

P Butler found out that you can preview where all the monsters are on a level by pressing SELECT and moving around using the pad.

CASTLEVANIA

P Butler has been at it again. On the second level, at the end of the bridge, go down the rope, then the rope on the right, then on the left. Go to the third step and destroy the eye on it. A bit will disappear and you can go down into a secret room.

LOCK 'N' CHASE

Andy Noah wrote in from his ark in Blackpool with this warp to level 7-1. On the title screen, press button A, A, B, B, A, A, B, B.

GARGOYLE'S QUEST

Adam Lay in Middlesex gives you this code to get deep, deep, deep into the game: JXAJ-RR74.

You'll find tips galore for the Game Boy every month in RAZE. But we need your help to educate the nation in underhand tactics. Tips on "official" games are in short supply, so sending those will give you a greater chance of getting included. Write to *Narly Nintendo, RAZE, Unit 3, 7 Back Street, Trowbridge, Wiltshire BA14 8LH.*

ATARI LYNX BUSTERS

PAPERBOY

Never ride too fast or you'll miss scoring opportunities. The best place to ride is on the sidewalk since things show up quicker on the road. Perfect delivery runs provide great bonuses so be careful not to break subscribers' windows. Also, be wary of paper boxes which are near windows. A porch delivery is preferable. Don't waste too many papers on non-subscriber houses. At most, send a volley of three papers at the grey houses to break what you can. Human targets have the biggest point values.

BLUE LIGHTNING

Following are the nine level codes: AAAA, PLAN, ALFA, BELL, NINE, LOCK, HAND, FLEA, LIFE.

MS PAC-MAN

PAUSE the game and press OPTION 1, A and OPTION 1 again. Unpause the game and you'll find you have the lightning bolt. Pressing button B during play will boost your speed considerably. Follow this procedure every time you want to go faster. PAUSE the game and press the following buttons in sequence: OPTION 1, B, B, A, A, OPTION 1. Unpause the game and you will have five lives. This trick can only be performed once per game, so use it when you are down to your last life.

CHIP'S CHALLENGE

There are five fabulous secret levels tucked away in this puzzle. Level 145 (the first of the hidden) isn't actually a level at all, but a Mandelbrot fractal generator. Use the thumb pad to move the zoom window, button A to zoom in, button B to zoom out, OPTION 1 to start/stop generation, PAUSE for the parameter menu (OPTION 1 toggles between the Mandelbrot and Julia explorer), OPTION 2 to select mode (stop generation, colour cycling or reverse colour cycling).

Level	Code	Title
145	MAND	Mandelbrot
146	JHEN	Cake Walk
147	COZA	Force Field
148	RGSK	Mind Block
149	DIGW	Special

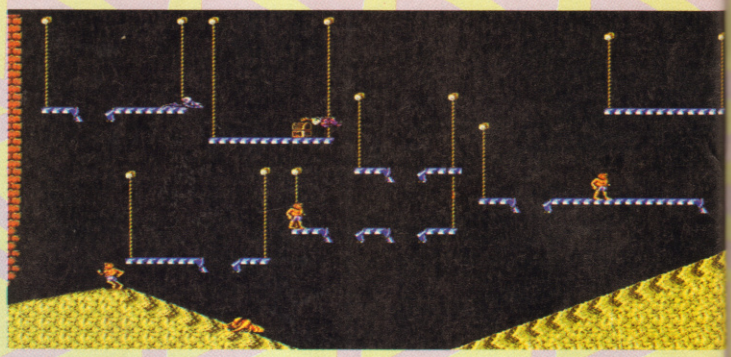
GATES OF ZENDOCON

Enter TRYX on the password screen. Ensure you press and hold down RIGHT and DOWN so you crash straight through the floor of the level. Enter the gateway at the end of the level. The next level will come as a big surprise; not only do you get to pick up the most amazing weaponry, but you also get to meet (and shoot) the makers of the Lynx.

SLIMEWORLD

The codes to get you from the beginning to end of the first level go like this: 9D0AD9, 070964, CCC945, 30C988, 4F8B09, 0B8BCD, 098BC3, 078BC1, C28A87 and 8F0BC8.

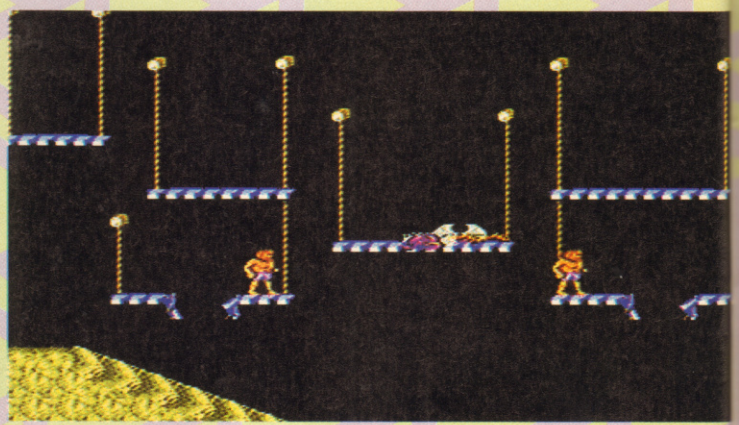
Do you have the missing links for some Lynx games? If so, send in those crucial cheats to *Atari Attack, RAZE, Unit 3, 7 Back Street, Trowbridge, Wiltshire BA14 8LH.* Only the sly will survive...

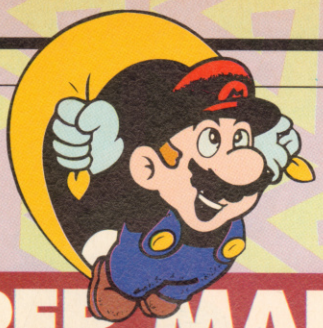


GHOULS 'N' GHOSTS

Master System

These two maps give the definitive guide to making your trip across the suspended bridges as easy as pie. All the traps are shown in the exact places they appear, as are the two treasure chests. These two are actually worth something, as opposed to the normal magician git that takes great delight in turning you into a duck. The one at the top left is the doorway to a power-up room. The actual contents will vary but it will be either a chance to refresh magic or life points, or a chance to upgrade your armour. The one at the far right is an entrance to the Gatekeeper's room where you will have to defeat him.





SUPER MARIO WORLD

Super Famicom

Ever since it became available, tips and hidden world locations have been flooding for *Mario*. Here is a compilation of the best which should help out anyone who's struggling. People like Upkar Basra of Isleworth and Richard Marshall of Esher in Surrey should be feeling very happy with themselves for helping out all these poor Famicom players.

Secret Levels

The first secret level is to be found on 2-1. Get the feather and fly to the top of the screen. Keep flying until you go past a yellow pipe. Make sure you are flying very high because you won't be able to pass it. Alternatively, you could go to World 2-2 and get the green blocks and then go back to 2-1. Near the end of the level you will see a line of green blocks. Run up these and get to the same secret level. Another way is to go to the cave and move to the second blue pipe. If you are big, you will enter another secret world. On World 1-4 enter the first blue pipe.

The next key can be found on 3-1. You need red blocks for this so you must do 3-2 first. The key is in between two yellow pipes. Make your way up the red blocks and hit the block to reveal a stalk. Up this stalk is the key and the keyhole. In world 2-4 going down the first blue pipe puts you in a cave. The second star level is along this path, this is also another path to World 4.

In world 3-2, the first green pipe hides a level, also the second yellow pipe in 3-3 and the first blue pipe in 3-4. In World 4-1 go down the first blue pipe. In world 5-3 go down the second blue pipe for an extra life game and the third green pipe for a key. In World 6-1 enter the fourth blue pipe. 6-3 enter the first blue pipe and on 6-5 enter the first yellow pipe. On World 7-1 the extra life game is up the vine. On 7-2 after coming out of the green pipe go to the far left of the screen and jump to get a cape. On 7-3 go down the first yellow pipe for an extra lives game.

The forest is a network of warps. To get to the next star level, simply complete the ghost town and go to World 5-4. On this level, go down the fourth blue pipe. The last star level can be found on the first level in World 4. At the end, instead of completing the level, fly underneath the platform and you will find a second ending post. Go through this post and you will go to a water level. Complete this and you will come to the star level.

The Star Levels

The most important star level is the one in Koopa's lair. You need a dragon to get it. It is in World 7-4. At the end of the level you see a trapped key. Swallow it and go through the warp.

This star level can lead to the centre star level revealing the special levels. All you have to do is start flying at the earliest opportunity. You will see a platform of yellow blocks, make sure you fly onto them, not underneath. Follow the network of coloured platforms to the end to reveal a key and keyhole.

The Blocks

Green Blocks 2-2

Go up the second green pipe, making sure that you have the feather. Go to the four blocks and jump onto the third one. Jump and spin so that you hit the last block.

Red Blocks 3-2

Get to the first P icon and carry it left. Jump on it when you come to the blocks. Jump over the first gap and go down the second. You will now see the keyhole. The key is further to the left.

Blue Blocks 5-2

Proceed through the level as normal until you come to the finishing straight. You will see a yellow block. Continue left to collect the key.

Koopa's Lair

On 7-2 you will find a short cut to Koopa's hide-out. On the third section of this level, as soon as you get out, jump up the stairs and start running until you reach maximum speed. When you come to the first gap start flying left. You will go over the top of the screen and eventually reach the key.

Another short cut to this hide-out is on the ghost house. On the second section, jump on the P icon and go right. You will come to a pathway at the bottom of the screen. Follow this pathway as quickly as you can before the P runs out to the last door. Go through this and then go through to the second room. Fly up to the top through the gap to get the key.

BUBBLE BOBBLE

Game Boy

Okay, you wanted them, you got them. 100 level codes for *Bubble Bobble* on the Game Boy. This is a compilation of all the codes received, so thanks go out to all who sent them.

2	VGL1	21	3LL1	40	JGBF	59	CLBF	78	ZGB3
3	KLL1	22	3GL1	41	XLBF	60	CGBF	79	GLB3
4	KGL1	23	DLL1	42	XGBF	61	5LBF	80	GGB3
5	WLL1	24	DGL1	43	HLBF	62	5GBF	81	1LB3
6	WGL1	25	4LL1	44	HGBF	63	BLBF	82	1GB3
7	JLL1	26	4GL1	45	ZLBF	64	BGBF	83	FLB3
8	JGL1	27	CLB1	46	ZGBF	65	VLB3	84	FGB3
9	XLL1	28	CGB1	47	GLBF	66	VGB3	85	3LB3
10	XGL1	29	5LB1	48	GGBF	67	KLB3	86	3GB3
11	HLL1	30	5GB1	49	1LBF	68	KGB3	87	DLB3
12	HGL1	31	BLB1	50	1GBF	69	WLB3	88	DGB3
13	ZLL1	32	BGB1	51	FLBF	70	WGB3	89	4LB3
14	ZGL1	33	VLBF	52	FGBF	71	JLB3	90	4GB3
15	GLL1	34	VGBF	53	3GBF	72	JGB3	91	CLB3
16	GGL1	35	KLBF	54	3LBF	73	XLB3	92	CGB3
17	1LL1	36	KGBF	55	DLBF	74	XGB3	93	5LB3
18	1GL1	37	WLBF	56	DGBF	75	HLB3	94	5GB3
19	FLL1	38	WGBF	57	4LBF	76	HGB3	95	BLB3
20	FGL1	39	JLBF	58	4GBF	77	ZLB3	96	BGB3

MEGA DRIVE BUSTERS

VARIS 3

How would you like to go to any map? Hold down UP, A, B, C, and START on the title screen and you should then be able to select any level with the pad controls. Press start to continue. See the pictures by holding LEFT-UP, A, C, and START on the title screen. Go to the music select screen by holding A, B, C and START on the title screen.

MIDNIGHT RESISTANCE

Select your stage from the title screen by holding C and START. Now when you PAUSE the game on any level and press A, you will be transported to the next level. Pretty sly, eh?

WRESTLEBALL

There's a sound test hidden in there. Choose a one-player WB league game. Have a karate team. Enter KWGEN as your password and the sound test will appear on the title screen. Fancy four extra teams? On the team select, hold B and DOWN. Now wait four seconds and more teams will miraculously appear.

DYNAMITE DUKE

Find the UFO straight away by starting the game and firing one shot. Wait a while and the UFO will appear from the right. Shoot it for an item.

CYBERBALL

This code will zoom you straight to the super bowl:
65BB BX11 BFEX

ALESTE

To receive full power-ups, pause the game and press these buttons in the following sequence: B, B, C, B, B, C, UP, DOWN, A then unpause. You will now be fully powered up.

Are you a master of Mega Drive games? If so, then tell us your secrets. Send all tips, chips, nips and lips to Sega City, RAZE, Unit 3, 7 Back Street, Trowbridge, Wiltshire BA14 8LH. And remember, only cheats prosper...

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SUPER FAMICOM BUSTERS

FINAL FIGHT

Anthony Wallis of Boxmoor, Hemel Hempstead, sent in this extra lives tip. In the top left-hand corner of the bar stage is a plank of wood. Break this and pick up the food to gain 12 extra lives.

Simon Chan from Sandyford, Newcastle, sent in this infinite lives cheat. Get onto the hidden options screen (LEFT and START) and press the LEFT outer button, then press START. Now you should have infinite lives. Are we forgiven?

SIM CITY

To stop the meltdown on the Boston scenario, carry out this procedure. As soon as it starts, press LEFT, RIGHT, or X and move to the nuclear plant. Demolish it and build a new one, and meltdown will not occur.

To build an anti-monster department, get the population up to 200,000 and call the monster. Now call the doctor's light icon ten times and he will let you build an ED department.

POPULOUS

To increase power to full, you must execute this cheat very quickly. Any time in the game press A then B. Now hold LEFT and press A and B. Hold down LEFT and RIGHT and press A, B, X in order. Press X and then SELECT. Go to the swamp icon and press B. If the icon does not go red, it has worked.

To get everyone out of the building, hold LEFT and press A. Hold down RIGHT and press Y. Press B, X, A in order and then SELECT.

To change stage, get everyone out of the buildings and press PAUSE. Choose conquest on the set-up screen and go to the requester screen. X advances levels, B goes back, A selects.

Short but ever so sweet this month. Don't forget games like *Actraisers* and *Ultraman*, though, as haven't had any cheats for them yet. If you've got any hints, tips, maps, etc on Super Famicom games, send them in to *Narly Nintendo, Unit 3, 7 Back Street, Trowbridge, Wiltshire BA14 8LH.*

MIKE TYSON'S PUNCH OUT

NES

Andrew Huscombe from Chelmsford, Martin Jones in Kent and Ralph Estepa of London between them have come up with some face-busting hints.

★ At the end of each round, during the rest period, keep your finger on select until your injury score has gone down. You can do this all the time.

★ Don Flamenco has a big weakness. All you have to do is dodge his first big punch, then continue to hit him with right and left combinations. If your timing is right he won't recover.

★ To get straight to "Iron" Mike Tyson enter the code 007 373 5963. When you face Mike, dodge left when he comes out punching like crazy and hit him twice in the face. When he pretends to punch, do the same thing. Just keep on doing this and you will be able to KO him three times in the fourth round.

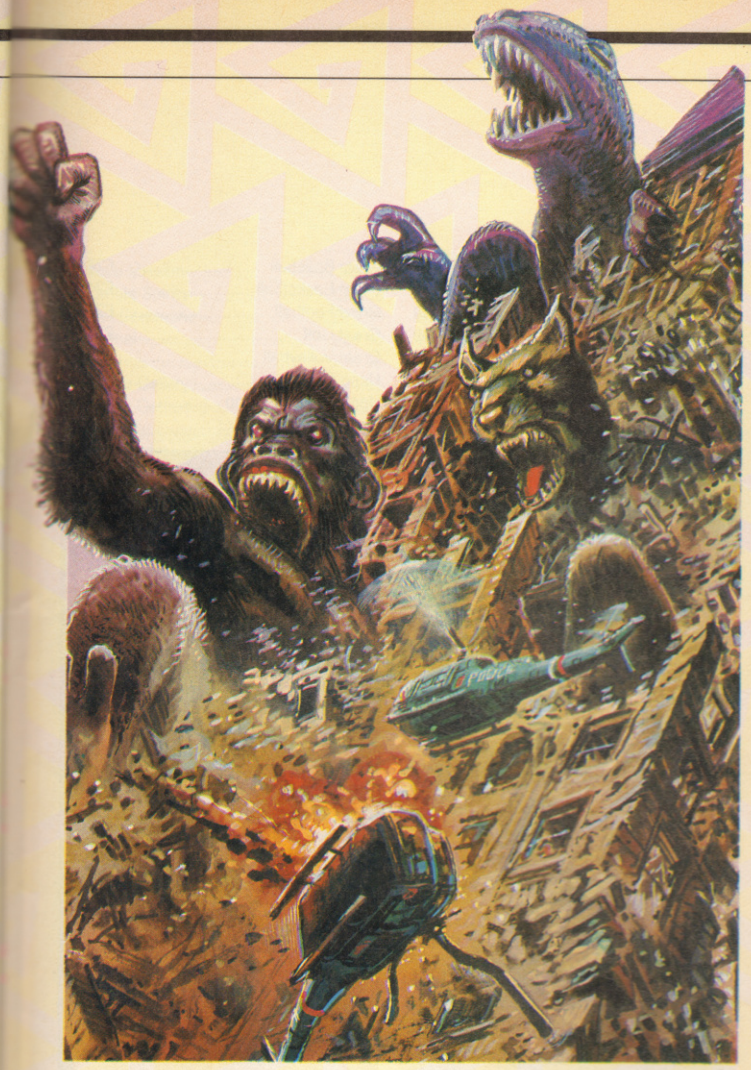
★ There's also another way to get to that dream fight. Enter the code 135 792 468 and leave the last number at 0. Press select and hold it down. Now press A and B. Little Mac now has a whole new challenge in front of him.

★ If you want to see the end credits without having to play the game enter the code 106 113 012 and leave the last number at 0. Press and hold SELECT and press A and B at the same time.

RAMPAGE

Atari Lynx

1. If you want to survive for any great length of time, eat lots to keep your health up. Soldiers are an excellent source of monster nutrition because there are a lot of them. Be careful though, they shoot like crazy when they're faced with the concept of becoming a snack.
2. Each monster can grab and hold on to one of the humans for bonus points: George, woman; Lizzie, man; Larry, reporter; Ralph, businessman.
3. Each monster can pick up a special potion which makes them invincible for the rest of the level: George, green potion; Lizzie, green with red; Larry, green with a white circle; Ralph, green with blue.
4. Get out of the way of a chopper strafing run as quickly as you can. This can do major damage to your health.
5. If you see a chopper heading straight up, watch out because it's about to drop a bomb.
6. Open windows generally indicate food. You usually have to hit the surrounding area twice - once above and once below - to reveal the food.
7. If you hear a tank, watch out. Find out where it is and jump over it. Once behind the tank, it's easy pickings.
8. Jump onto any bridges to destroy them. Stay clear of the water because it slowly takes away your health. Any tanks that come along will end up in the drink and will never be seen again. Humans (like the demolition soldier) can swim and come up on the other side.
9. If you hear lightning, move immediately. Lightning bolts hit where you were when they left their cloud.
10. Only hit electrical devices when they are in their off state or you'll get a nasty shock.
11. To get a quick indication of your monster's health (without glancing over at your health bar), check his (or her) facial expression. Your monster will have a smile on his face when your health is fine. has a smile. However, when your health bar is low, the monster's mouth will open wide in terror.
12. If a soldier or person is in a tricky location (like the middle window on a floor), leap past the spot and punch.
13. You can jump from one building to another by pushing up on your joystick as you reach the other building.
14. If you're not done ravaging a building to your liking and a bomb gets placed to blow it up, grab it and either jump and throw it high in the air or throw it off the screen (if you throw it in the direction of other buildings it may destroy one of them). Watch the timer though, you don't want to have it in your hand when it goes off



(unless you're invincible).
15. You move faster when jumping.
16. In later rounds, when the demolition men start parachuting down, be careful. If you grab a paratrooper in mid-air, his explosives will fall and wipe out the building you're hanging on.
17. Bathrooms are a plentiful albeit disgusting source of food. Sometimes these facilities are initially empty, but if you wait a while someone will show up.
18. Motor vehicles (such as police cars, trucks and taxis) are choice targets thanks to their high point values. Smash them whenever possible.
19. If you make it to the last level, you have to grab the scientist (he'll pop in and out of the group of buildings on the left side of the screen). Go to the big building on the right side of the screen and climb up its right side. When you reach the roof, the doc will fix up the potion you need.

ROBO SQUASH

Atari Lynx

Getting three splats against the computer is tough (especially on the higher difficulty settings), so you're better off trying to clear the screen and shooting the mechanical spider that subsequently appears. Learn where you have to place your paddle to hit certain blocks (this spatial skill comes in handy when using the shooter or holder). The best power-up you can get is the holder (mouth). You can pick off all the bricks onscreen and nail any remaining power-ups. Don't go nuts with the shooter. The resulting explosions can obscure your view of the returning ball. If a ball splats directly in the middle of the screen, try to hit the spotter (the eyeball) or use the ball's shadow to figure out where the ball is coming from. Once the screen is clear, the spider will come out. Try to bat the ball to where you think the spider will be.

PC ENGINE BUSTERS

PAC-LAND

Kwong Leung from Essex reveals a secret options mode kept deep within this terrific, albeit very tough, cartoon adventure. Hold down both both fire buttons and run on the title screen and a large Pac-man will appear. Press the buttons once again and you'll be able to choose which level you wish to start on and how many lives you require. Press the buttons once more to get to the sound test. Sneaky, but true.

TALES OF A MONSTERPATH

Press RUN, START and I and II simultaneously to get the "staff" option.

WONDER BOY

Press all the buttons and UP on the joypad when you die (just before Game Over appears). Now release RUN, press RUN again and release all. (Unfortunately, we haven't got a copy of *Wonder Boy* so you'll find out for yourselves what happens.)

R-TYPE II

Enter these mission codes by pressing SELECT and then RUN. Enter these codes for useful weapons.

DEA 9275 NA
HIK 7134 NA

DRAGON SPIRIT

To continue the previous game, press II and then I on the title screen. A beep should acknowledge your continue.

R-TYPE

Enter AHA 6095 NA as a mission code to receive loads of super weapons.

SPACE HARRIER

On the high score table, type in MD. Now choose "Mode" from the title screen and you can choose three or five lives; easy, normal or hard mode, and enter the sound test. Or, alternatively, type in CNT to continue the game. You can only continue form level 6, 12 and 18. If you abort a game, you remove the mode and continue options.

SON SON II

Get to and destroy the guardian in less than three minutes and you'll receive a 5000 zenny bonus. Not bad, eh!

DRUNKEN MASTER

To continue once you've died, hold DOWN, SELECT and both fire buttons, then press RUN. To enter a harder level repeat the procedure but with UP instead. To use your power punches, either wait to be hit twice and then punch, or get hit three times and then super punch the bad guy.

MOTOROADER 2

How does a test mode sound? On the course select, hold down select and press right, left, right, left. Test will now appear onscreen. Hold select and press right to select levels. If you hold down select and 2 as well, you will get $50,000. Now press start.

SCI

You can hear the morse code at any time by pausing the game at the start for 15-20 seconds.

ZERO 4 CHAMP

To ride the Siarra 3000GT, enter Kerok on the high score table.

HELLFIRE

Double your firepower by executing this. (Ensure the game is in two-player mode, but the second pad *isn't* plugged in.) Put the vector reset to off. Get the speed icon. Kill off one ship and rotate its firepower. When it comes back, go on top of it. This will give you extra firepower.

Don't forget, RAZE is the only magazine in the UK that fully supports the PC Engine. If you have tips on any games – old and new – send them in to *NEC Knacks, RAZE, Unit 3, 7 Back Street, Trowbridge, Wiltshire BA14 8LH.*

RAZE release RUNDOWN

Just bought a console? Don't know what games are available for your machine? Don't boil yourself in cabbage water, reach for the RAZE Release Rundown – the only place where you can find every game that is available for your machine along with its price. The RRR also contains information on what's coming out over the next few months. This is the most comprehensive games listing in the UK.

The RRR only contains games that are officially available through Sega, Nintendo and Atari. Although every effort is made to ensure its accuracy, RAZE cannot be held responsible for any actions resulting from errors in the RRR. Those prices with an asterisk (*) indicate that the game is or has been also available free as part of a machine bundle.

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If you haven't played *Golden Axe* on your Mega Drive, then your machine hasn't lived. This was the game that originally set the machine alight when it was released officially in 1990. The

plot centres around three hardened warriors – Ax-Battler, Gilius-Thunderhead and Tyris-Flare – who embark on a mission to rescue a king and his daughter from the megalomanic clutches of Death Adder. The best combination of beat-'em-up and adventuring action around. Very addictive. Reviewed in issue 3, 92%.

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Way back in 1989, a game called *Tetris* stormed the world and became one of those games that

spawned a thousand clones. For years Sega owners moaned that *Tetris* was not licensed on their console (due to Nintendo having it), but in the winter of 1990 Sega silenced its critics with *Columns*. This one- or two-player game holds general appeal for gameplayers and should be experienced by all. Reviewed in issue 4, 90%.

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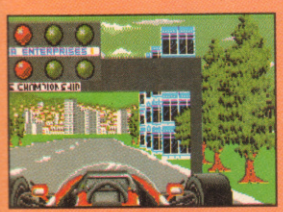
SMGP **is to the Game Gear what** ***Altered Beast*** **is to the Mega Drive; it was the game launched with the**



machine, and still holds appeal today. Sega's portable translation of their prolific racing game is based more on the Master System version than any other. That said, it's damn fast and equally playable. Previewed in issue 7.

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Rad Gravity **is different from most cartoony arcade adventures. As you get further into the game, you**

discover that it has an added perspective; some stages are upside-down! Overall, ***Rad Gravity*** **is one of the most interesting games to look at. The graphics are very "rad", with the main character walking around like a real dude. However, the game can get very monotonous as most of your time is spent walking around doing nothing.**

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This is the second of Mario's games on the world's best-selling portable games machine. ***Dr Mario*** **is also, arguably, the best Mario game. Fabulously addictive gameplay that will give you neckache. Reviewed in issue 2, 81%.**

ATARI LYNX

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Klax **is possibly the most impressive game on Atari's high-spec portable. It's not just the addictive gameplay and long-lasting appeal that impresses, it's the outstanding speech (better than any of the computer versions!) which can enliven a whole room. The game adds a 3-D perspective to the ubiquitous** ***Tetris*** **theme and gives the puzzle genre a much needed injection of life. Reviewed in issue 3, 92%.**

RAZE crave

Grab a piece of the action. If you're stuck in Bognor Regis or Stow-on-the-Wold, there's no need to sulk. Get yourself kitted out and join the fun!

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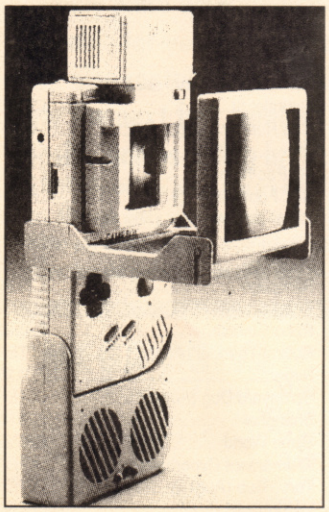

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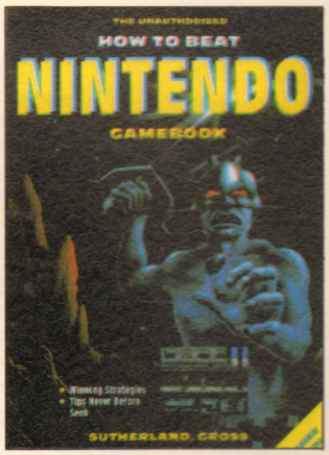

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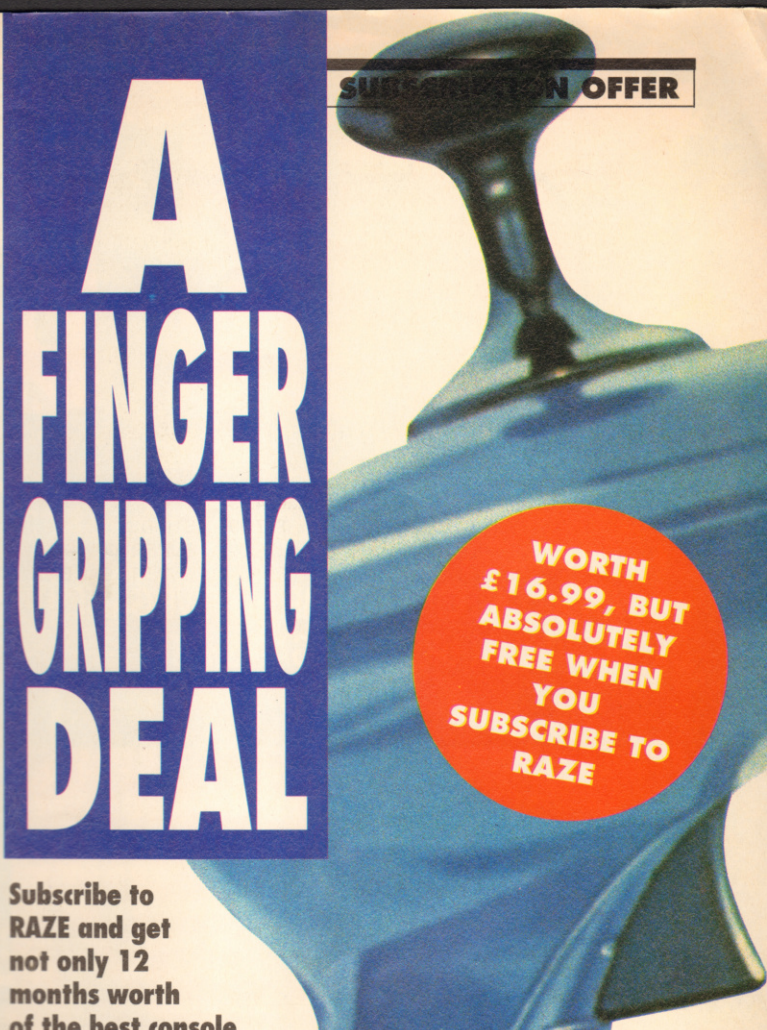

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RAZE COMPETITION

★ WIN A MEGA DRIVE!
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Virgin were so laid back about receiving the much-coveted RAZE Rave for *Sonic the Hedgehog*; after all, they knew that it was going to do pretty well. But when we told them that RAZE is now Britain's best-selling console-only magazine, they soon bucked up their ideas. Their PR executive was all too keen to drag herself away from Graham Grouch (or whatever his name is) and his Game Gear when she heard that the guys at RAZE were on the phone trying to blag, er, organise some compo prizes.

Now that the hot hedgehog fellow has actually arrived on the Mega Drive, he looks set to blow away every other cartoon console character. But Virgin knew that "the country's premier console magazine needs looking after" (our words not theirs), and they have certainly done themselves proud and furnished us with a collection of most desirable goodies. In fact they are so keen to look after us, that they were willing to sponsor Les Ellis's much-needed plastic surgery. "It would be for the good of the industry," they said. But we weren't too sure if Les would end up looking like Sonic after the face job.

In order to win a brand new Mega Drive and a bundle of titles, or if you aren't quite so lucky one of ten fabulous Sonic t-shirts – the coolest accessory for this summer and guaranteed to blow away Bart Simpson and those ageing Turtles – all you have to do is correctly answer the three multiple choice questions.

Slap your answers on the back of a postcard, and send the cardboard contraption to *Who the Hell is Mario?, RAZE, Unit 3, 7 Back Street, Trowbridge, Wiltshire BA14 8LH.* Entries on flattened hedgehogs should be packed in cellophane.

QUESTIONS

1. What kind of animal is a hedge hog?
a) Carnivore
b) Insectivore
c) Omnivore

2. What colour is Sonic the Hedgehog?
a) Ruby red
b) Azure blue
c) John Major grey

3. Who the hell is Mario?
a) Some spic plumber who eats a lot of ice-cream
b) Some spic plumber who leaps around a crisp factory
c) Some spic plumber who wears an oversized jumpsuit

WHO THE HELL IS MARIO?

If I win a t-shirt, I promise not to use it to clean my bike chain on a Sunday morning.

1 A ❑ B ❑ C ❑ 2 A ❑ B ❑ C ❑ 3 A ❑ B ❑ C ❑

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Entries must be in by August 29 or Sonic won't be the only animal to get flattened.

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You will see from independant review comments that we are undoubtedly their first choice and that was before the complete solution was launched. If you have just purchased your Amiga and are not sure what to buy next, then just read the comments or send for full review and demo disk.

Actual unretouched digitised screenshot

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Zero: Now under normal circumstances cheap usually means poor quality but this is not the case with Rombo. Why? cos Vidi-Amiga is the best digitiser for under £500 and I've tried them all.

Amiga Format: Where quality is concerned, Vidi produces some of the best results I've seen on any digitiser at any price.

Amiga User International: The latest addition to the Rombokit is called Vidi-RGB and brings this already impressive package to the realms of totally amazing. CONCLUSION: Who will find Vidi-Amiga useful? The answer to this is almost anyone with a video recorder or camera and a passing interest in graphics.

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